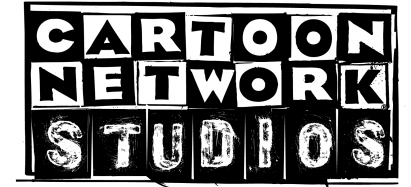




“The Lich” 1008-104 Network Pitch Board



Date 03/12/12



Board Team Final



Network Approval Board 03/12/12



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by
Pendleton Ward

Creative Director
Nate Cash

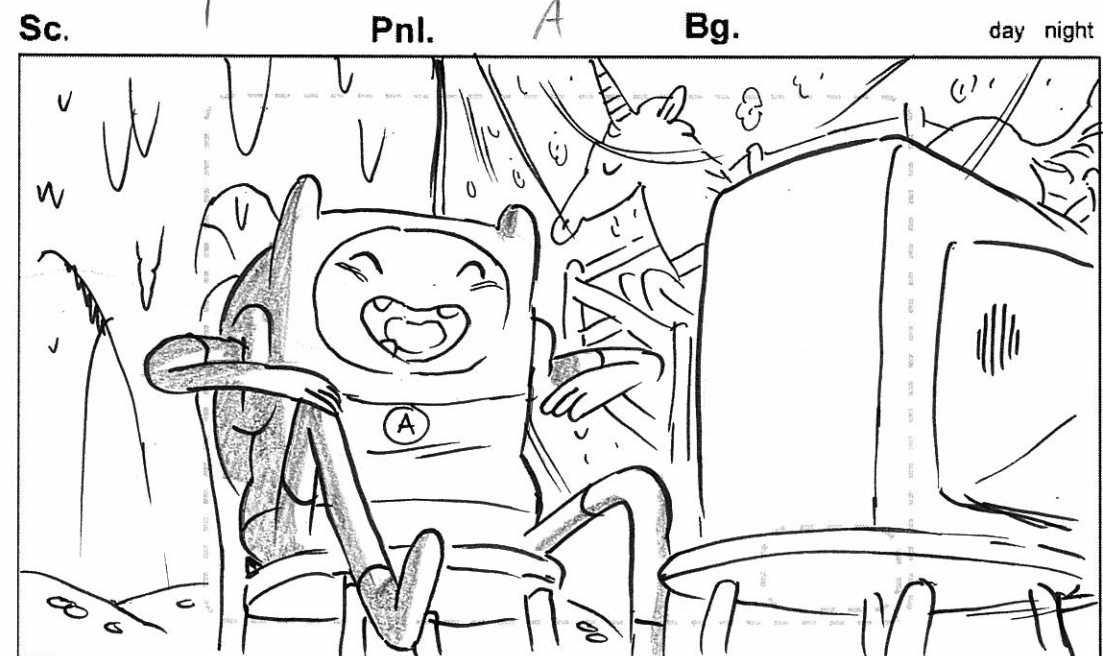
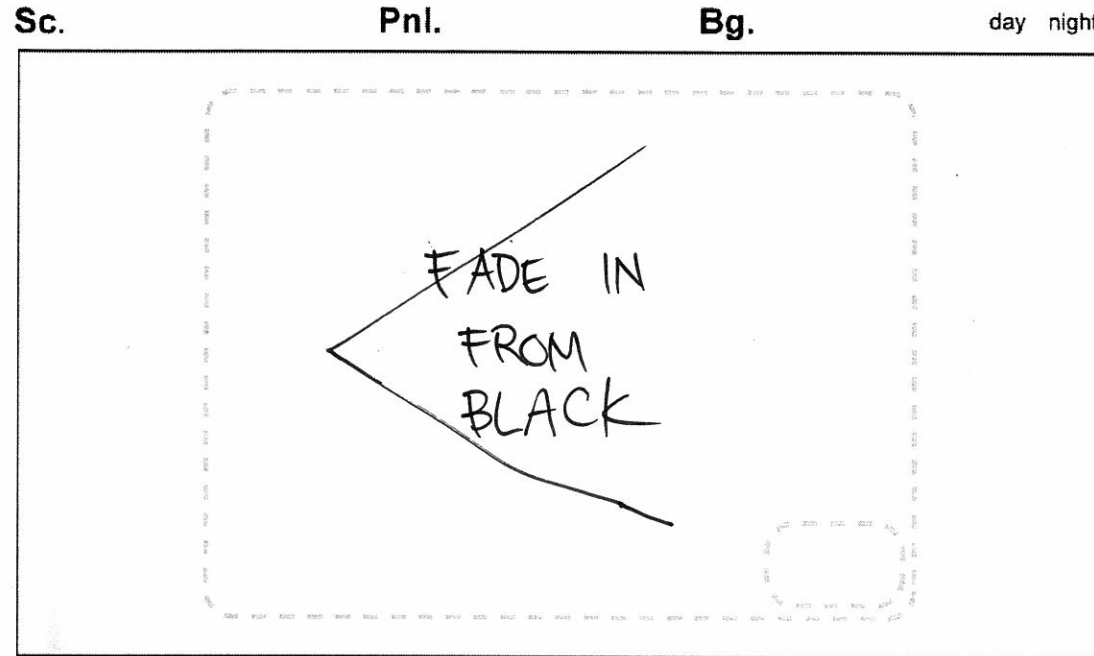
Storyboard by
Tom Herpich & Skyler Page

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ADVENTURE TIME



Page 1



Dialog:

(F:) *Laughing fades in *

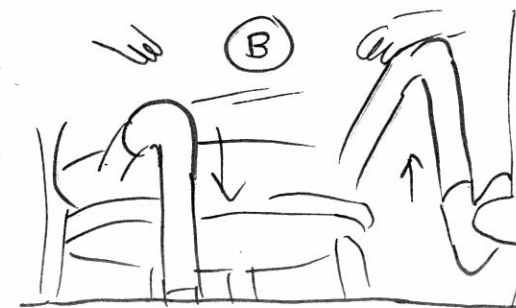
(F:) *Laughing hysterically *

Action:

(A) (B) (A) (B) (A)

Timing:

maybe
Finn should
have the
scratch on
his cheek
that he gets
in Act III



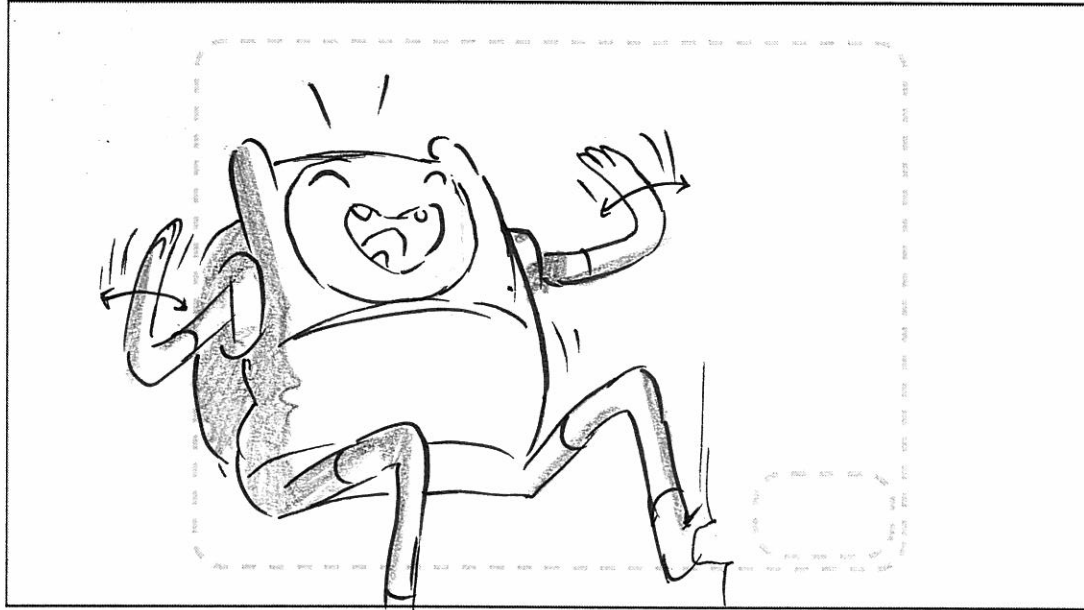
EPISODE # 008104

Production :

ADVENTURE TIME



Sc. 1 Pnl. B Bg. day night



Sc. 2 Pnl. A Bg. day night



Dialog: (F:) * cont. laughing *

(F:) * Laughing *

Action:

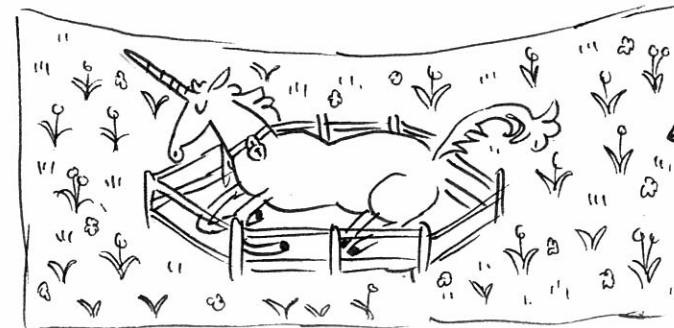
Timing:



FINN: (A)(B)(A)



BILLY/LADY: (A)(B)(A)(B)(A)(B)



hanging tapestry should be based on "The Unicorn in Captivity" tapestry.

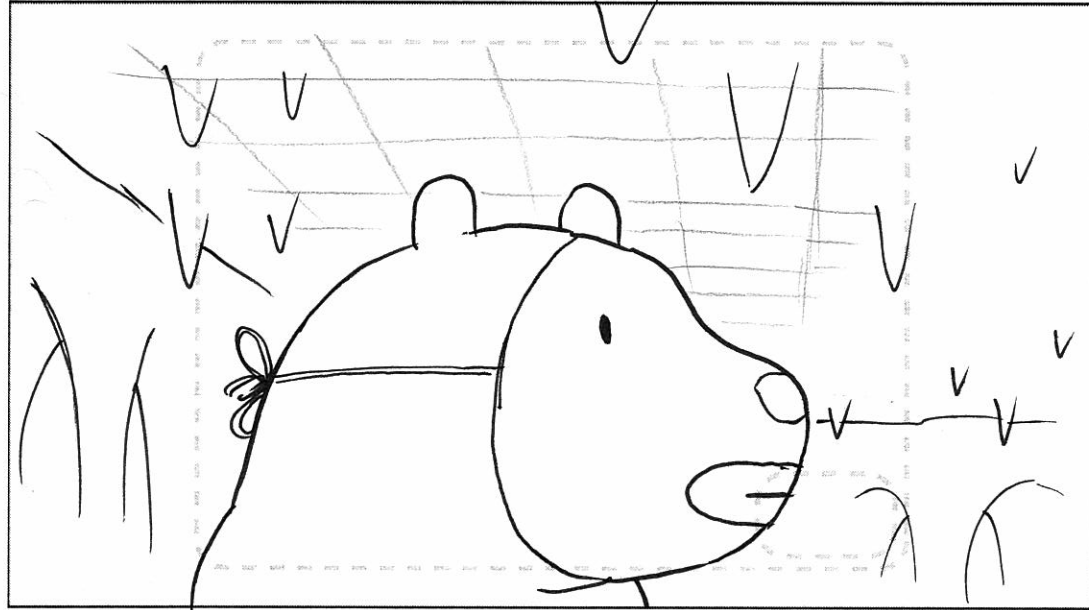
EPISODE # 008104

ADVENTURE TIME

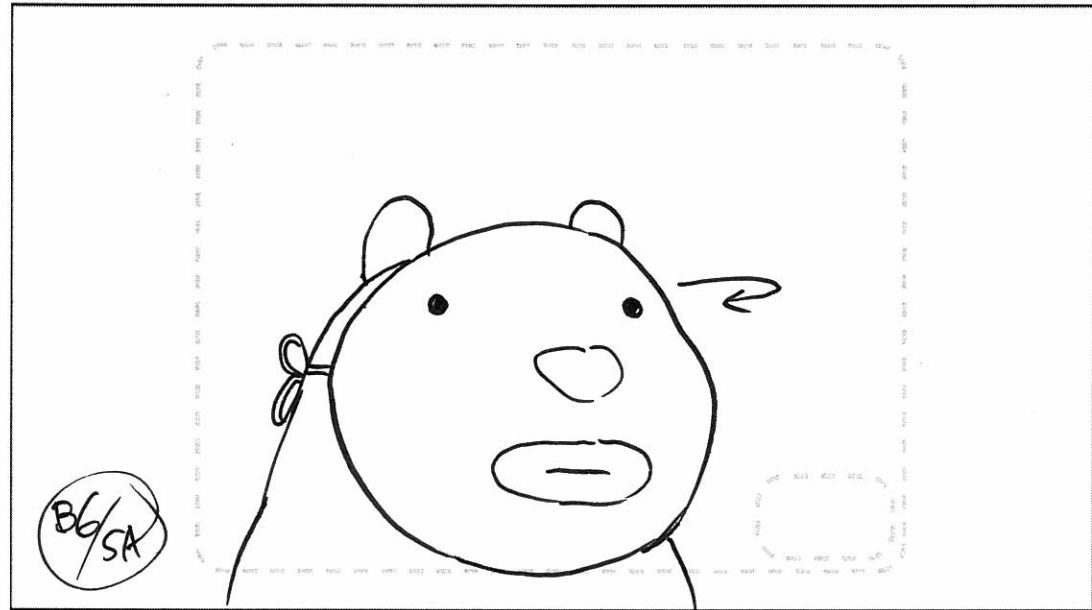


Page 3

Sc. 3 Pnl. A Bg. day night



Sc. 3 Pnl. B Bg. day night

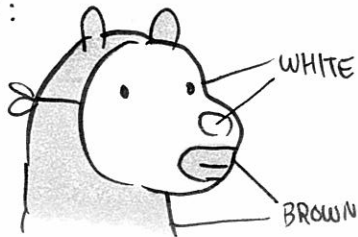


Dialog:

Action:

MASK :

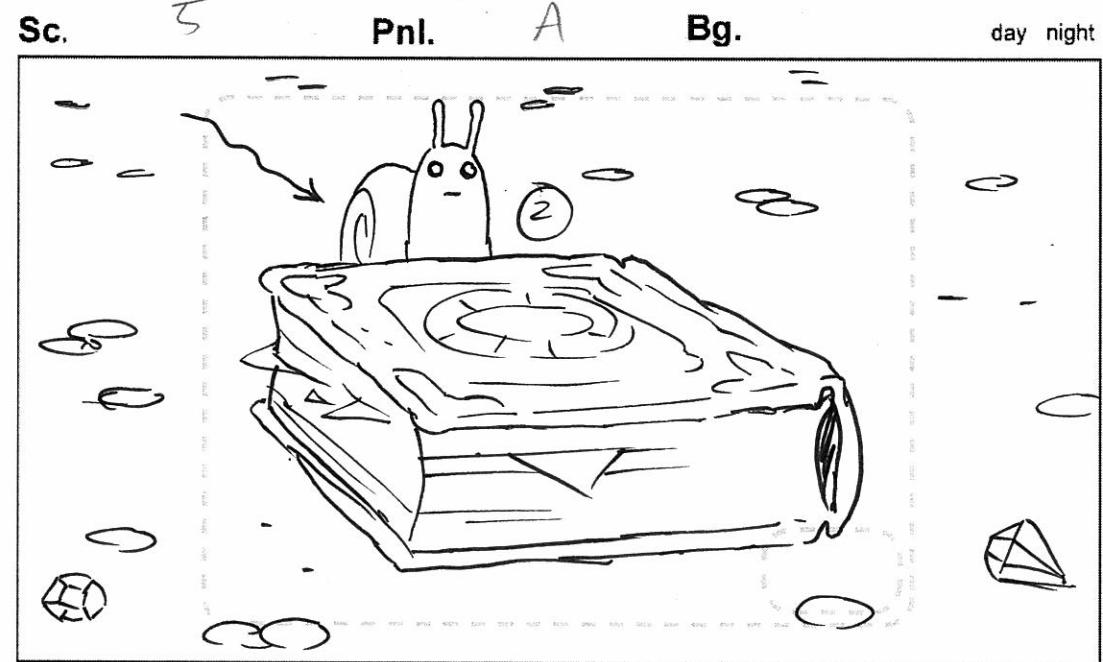
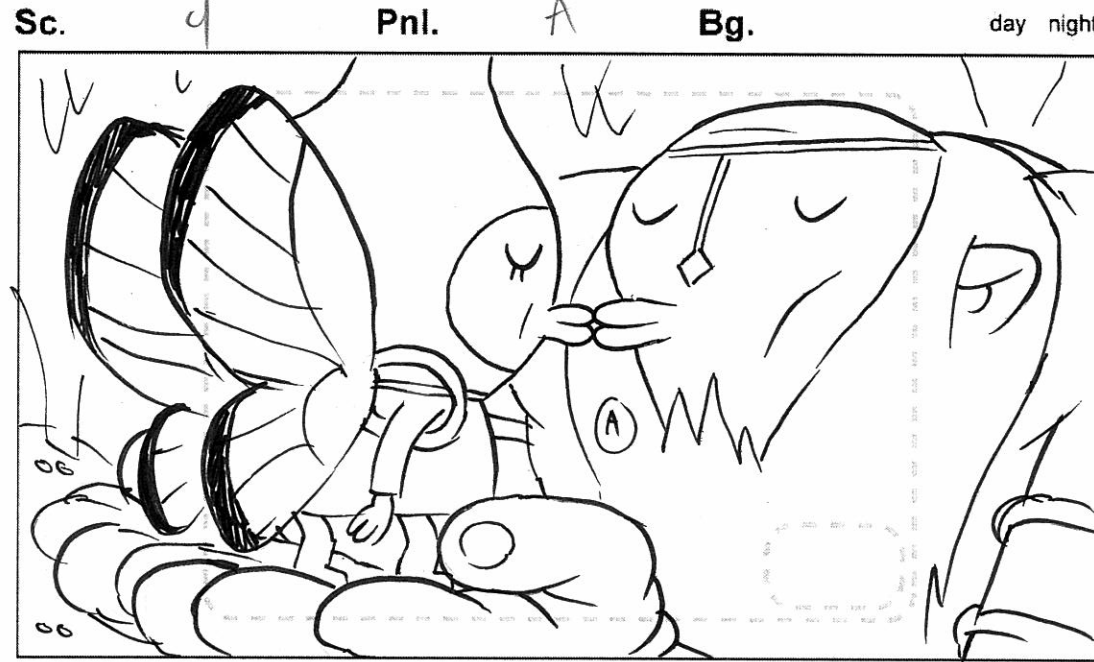
Timing:



EPISODE # 008104

Production :

ADVENTURE TIME



Dialog:

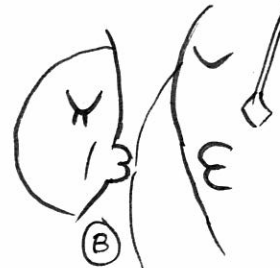
BILLY/LADY: * smootch smootch smootch *

Lady/
Billy (O.S.) * smootching *

Action:

(A) (B) (A) (B) (A) (B)

Timing:



008104

EPISODE #

Production :

ADVENTURE TIME

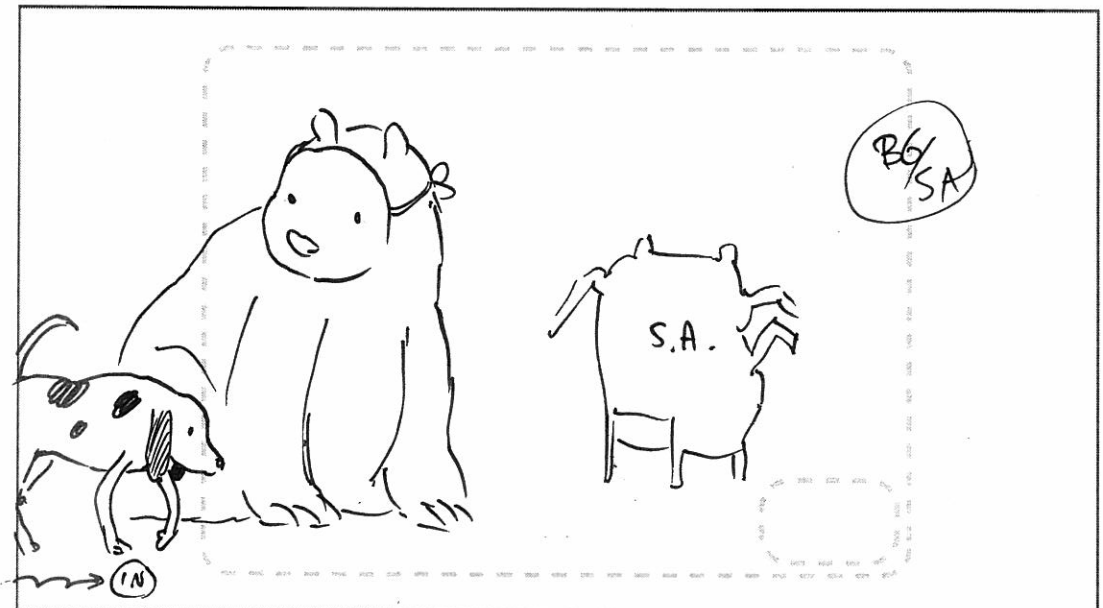


Page 5
day night

Sc. 6 Pnl. A Bg. day night



Sc. 6 Pnl. B Bg. day night



Dialog:

Action: FINN : A B A B C repeat   : FINN : cycle
Dog walks in and lays down

Timing:

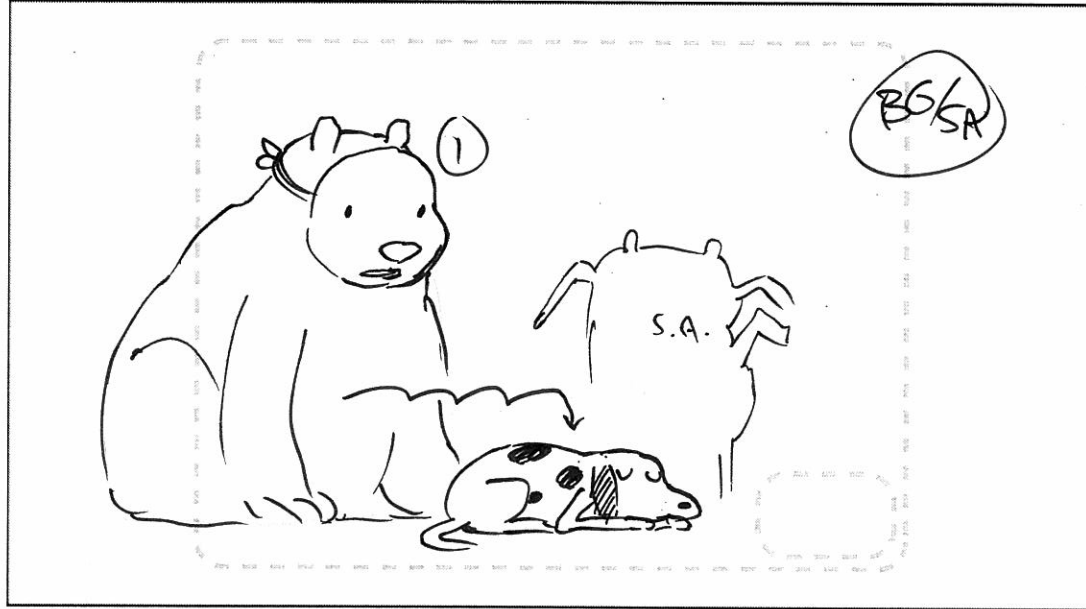
EPISODE # 008104
Production :

ADVENTURE TIME



Page 6

Sc. 6 Pnl. C Bg. day night



Sc. 7 Pnl. A Bg. day night



Dialog:

BILLY: heh heh heh...
Barking up the wrong tree?

Action:

FINN : cycle

Timing:



EPISODE #

008104

Production :

ADVENTURE TIME



Page 7

Sc. 8 Pnl. A Bg. day night



Sc. 9 Pnl. A Bg. day night



Dialog:

BILLY: heh heh

Action:

LADY: (A) (B) cycle
(Lady dances)



Timing:

BEAR: Dark times are coming...
But it's not too late...

Production :

EPISODE #

008104

ADVENTURE TIME



Page 8

Sc. 10 Pnl. A Bg. day night



Sc. 10 Pnl. B Bg. day night



Dialog:

BEAR O.S. ... to heed the
warning.

BILLY: heh heh heh

Action:

Timing:

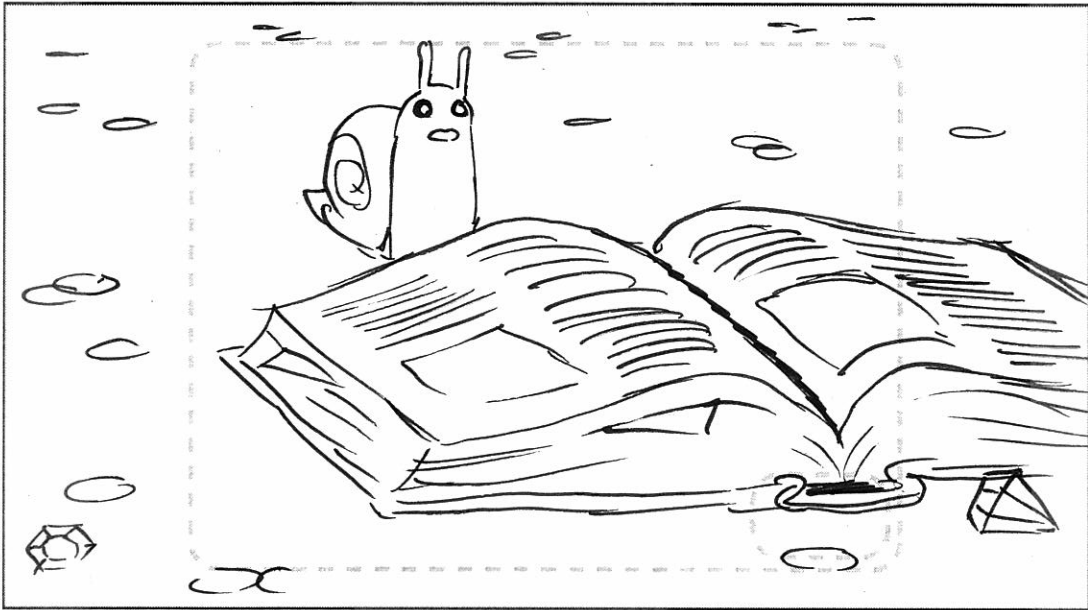
EPISODE #
008104

Production :

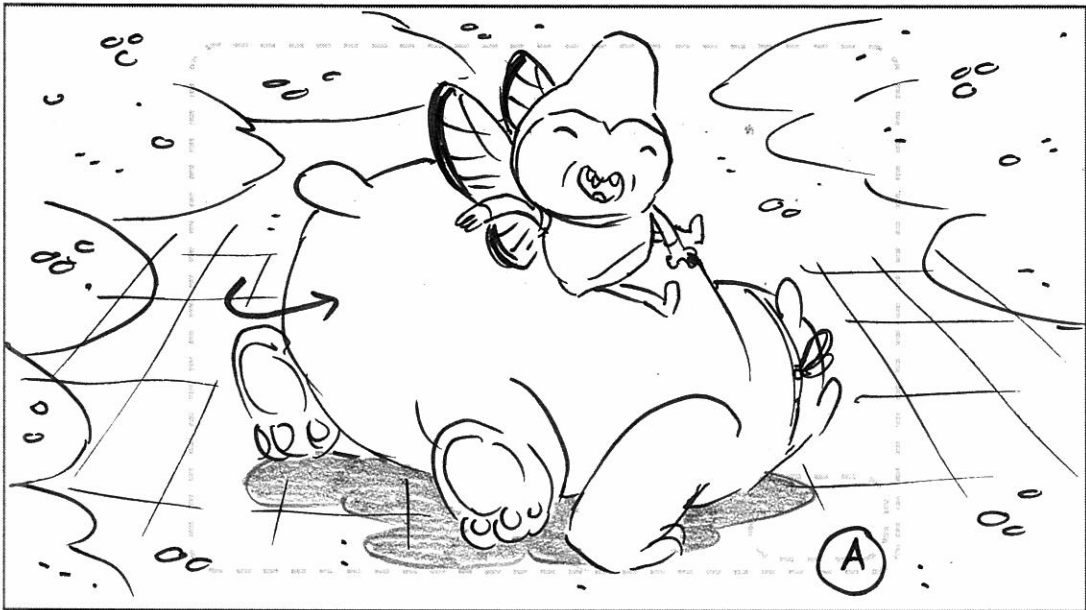
ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night



Sc. 12 Pnl. A Bg. day night



Dialog:

LICH: *whisper whisper *

Action:

BEAR SPINS: (A)(B)(C)(A)(B)(D)(A)(B)(C) repeat
one cycle

Timing:

008104

EPISODE #

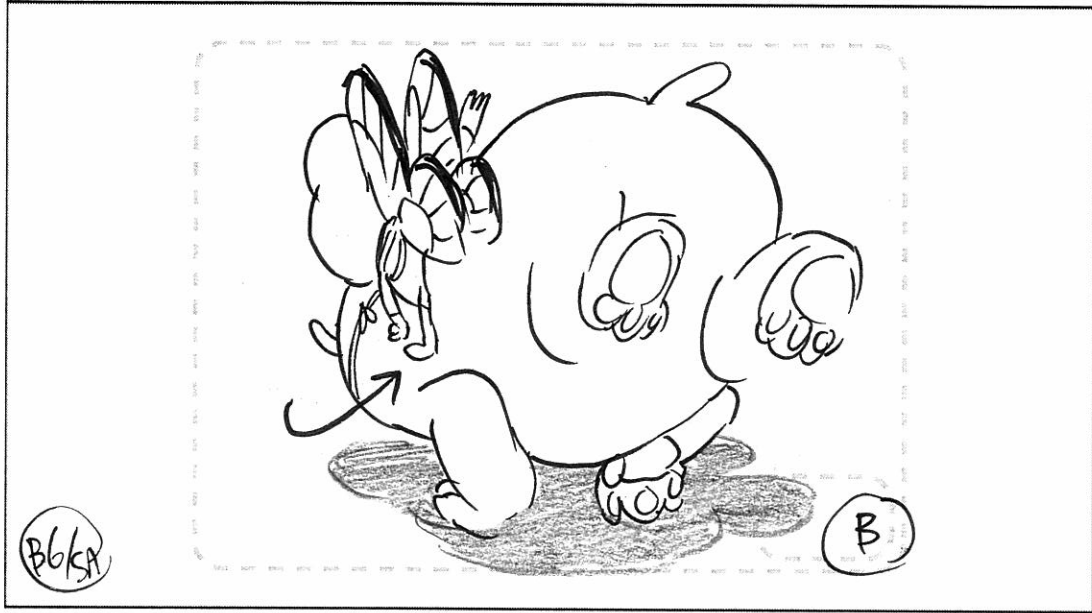
Production :

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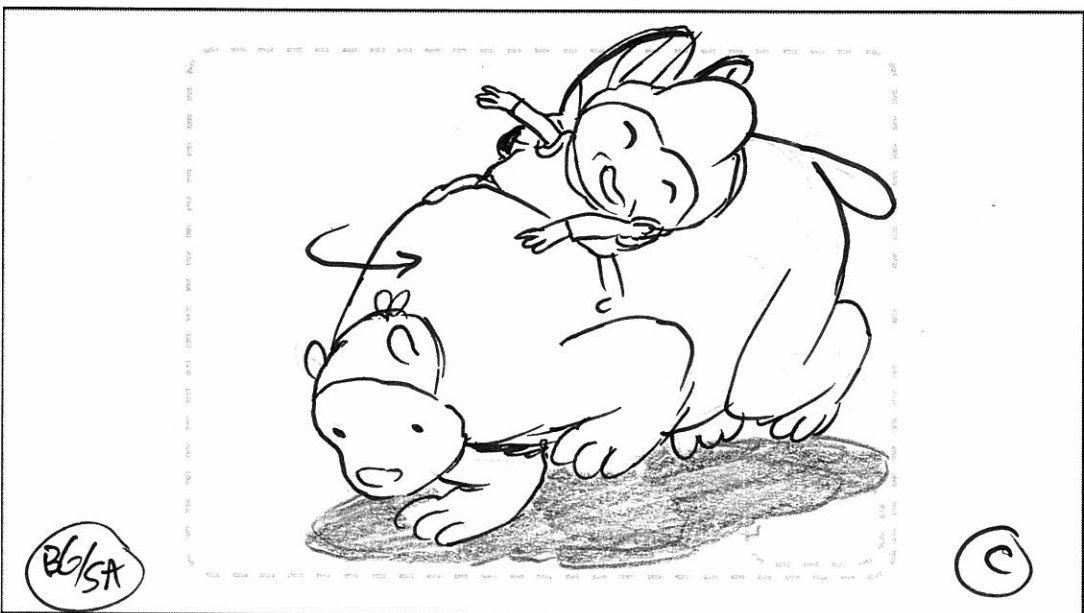
ADVENTURE TIME



Sc. 12 Pnl. B Bg. day night



Sc. 12 Pnl. C Bg. day night



Dialog:
Action:
Timing:

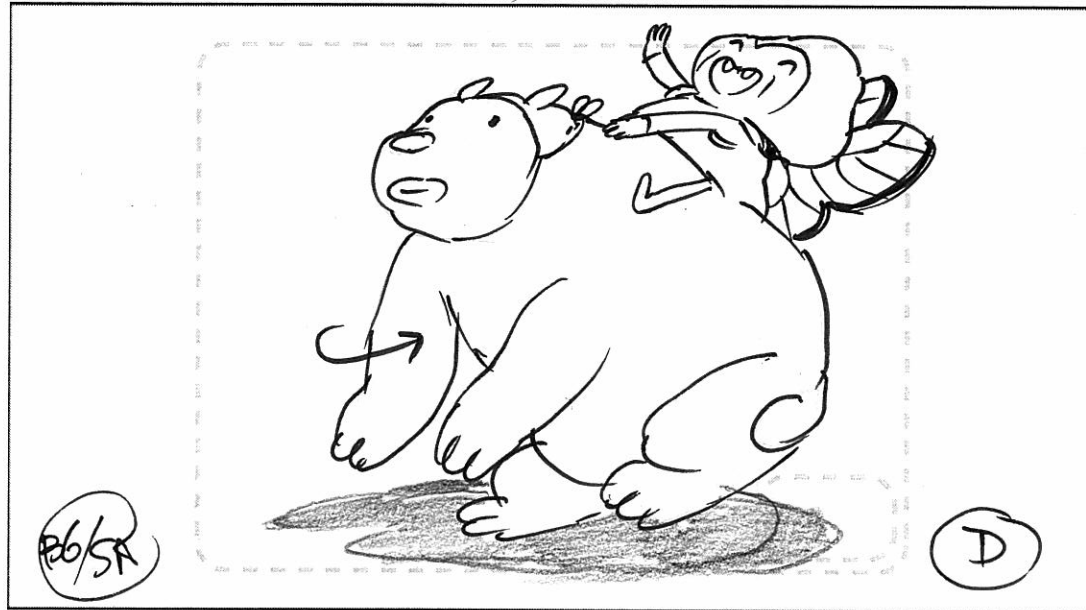
EPISODE # 008104
Production :

ADVENTURE TIME

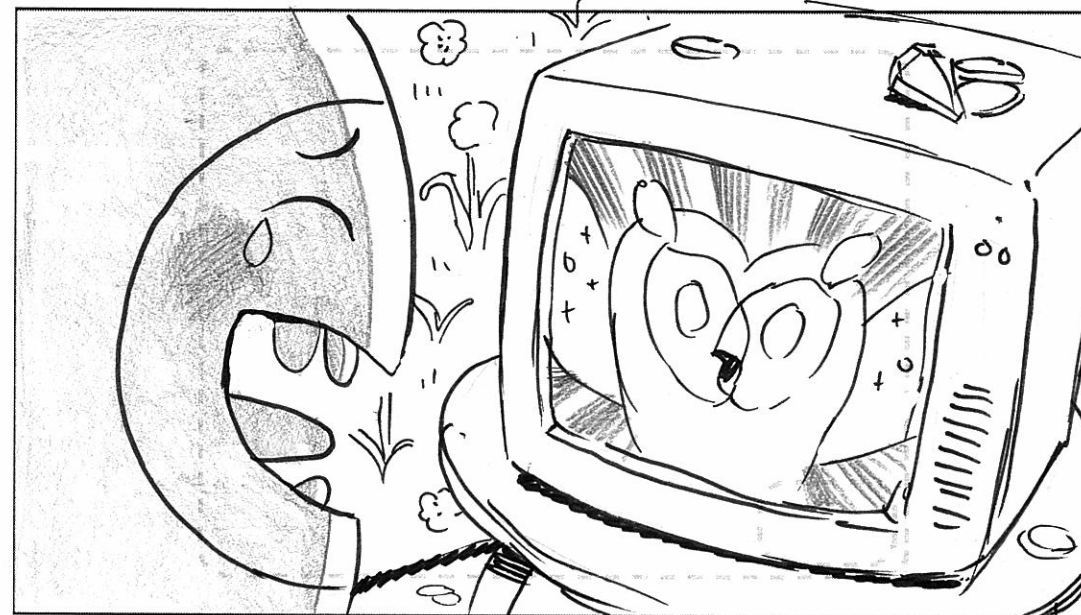


Page 11

Sc. 12 Pnl. D Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:

(F:) Ah ha ha ha !

(OWL:) * silent *

Action:

finn tear drops down

Timing:

Production :

EPISODE #

008104

ADVENTURE TIME



Page 12

Sc. 14 Pnl. A Bg. day night



Sc. 14 Pnl. B Bg. day night



Dialog:

(BILLY) heh heh heh

(LADY) (O.S.) Billy...
(BILLY) heh heh

Action:

Timing:

008104

EPISODE #

Production :

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ADVENTURE TIME



Page 13

Sc. 14 Pnl. C Bg. day night



Sc. 14 Pnl. D Bg. day night



Dialog:

Action:

LICH FLASHES ON SCREEN
FOR 1 FRAME

Timing:

008104

EPISODE #

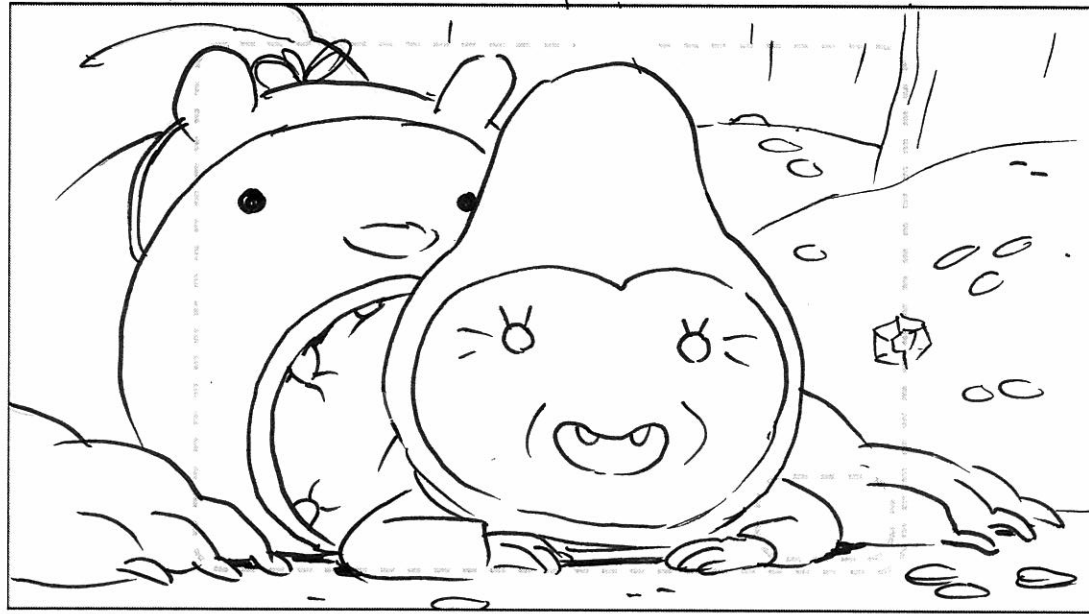
Production :

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ADVENTURE TIME



Sc. 15 Pnl. A Bg. day night



Sc. 16 Pnl. A Bg. day night



Dialog:	LADY: You talk like justice Billy...
Action:	
Timing:	

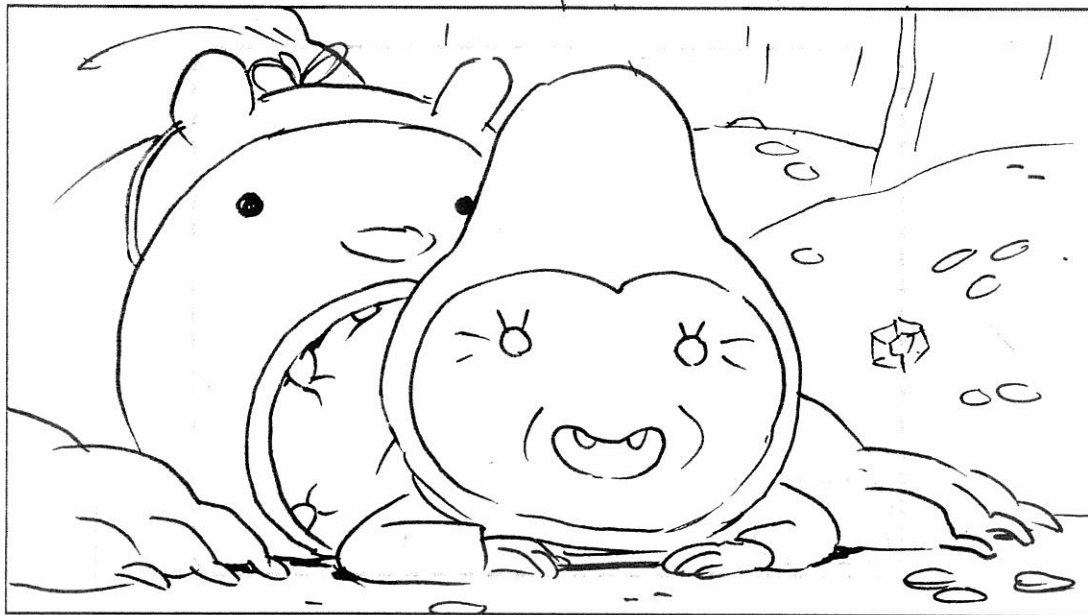
EPISODE # 008104
Production :

ADVENTURE TIME



Page 15

Sc. 17 Pnl. A Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog:

(L:) But you can't
kick a plane.

Action:

Timing:



EPISODE #

008104

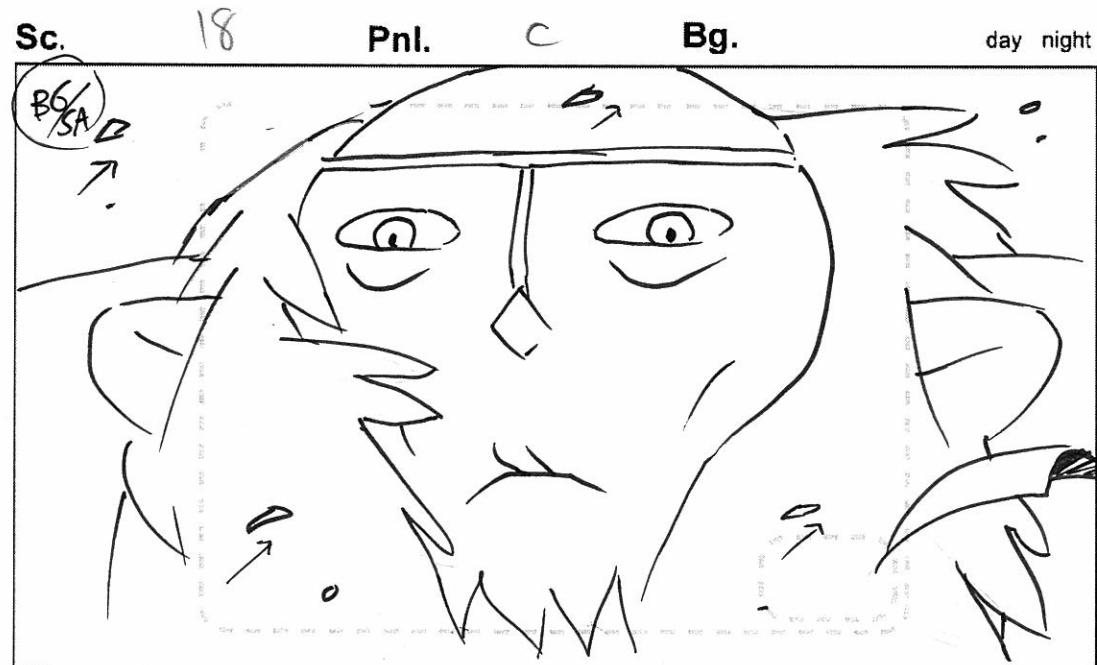
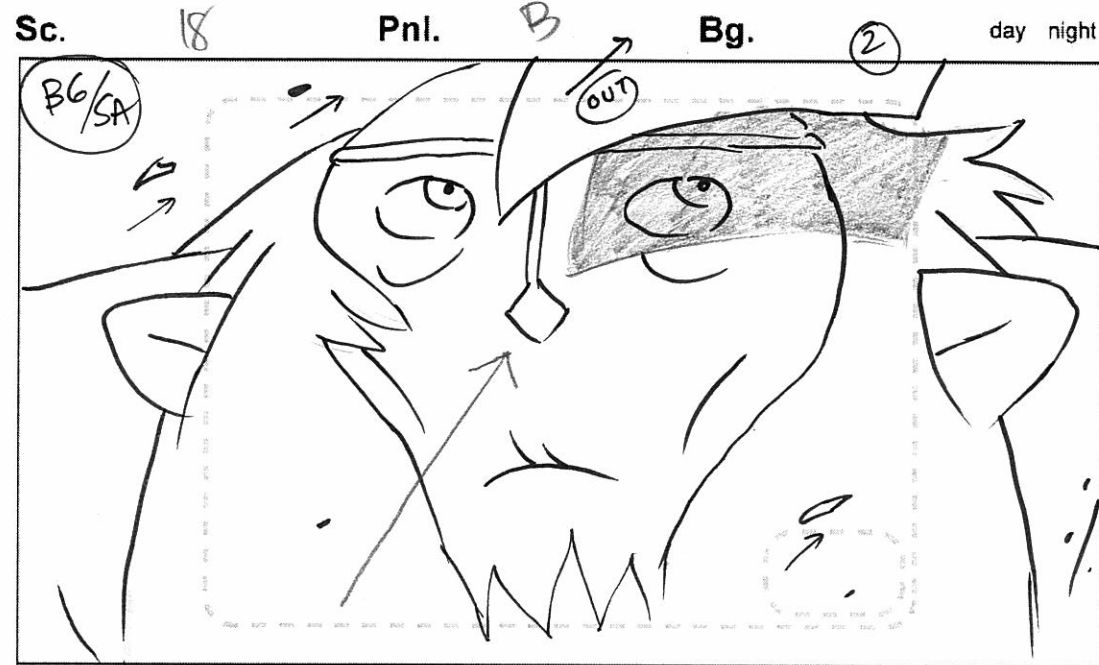
Production :

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ADVENTURE TIME



Page 16

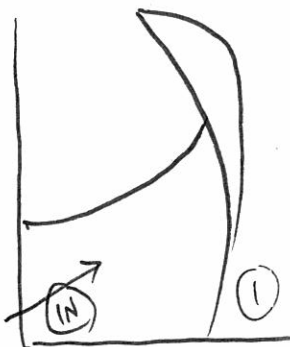


Dialog:

LICH * whisper whisper whisper *

Action: eyes follow
paper as
paper blows in across

Timing: screen.



Production :

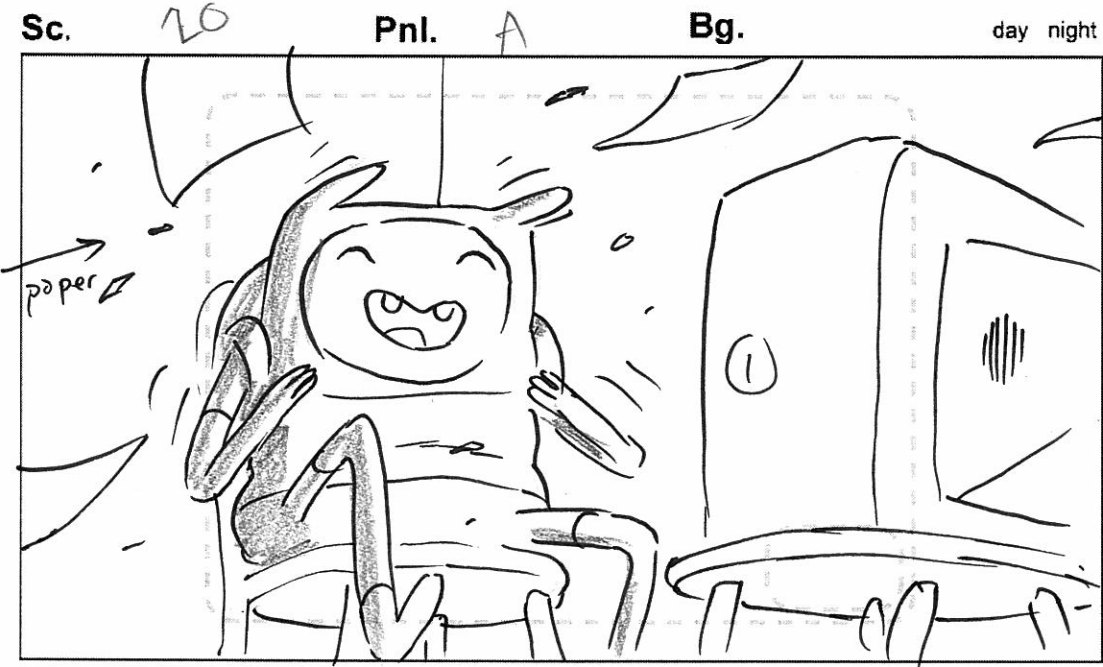
EPISODE #

008104

ADVENTURE TIME



Page 17



Dialog:

(LICH:) *whisper whisper *

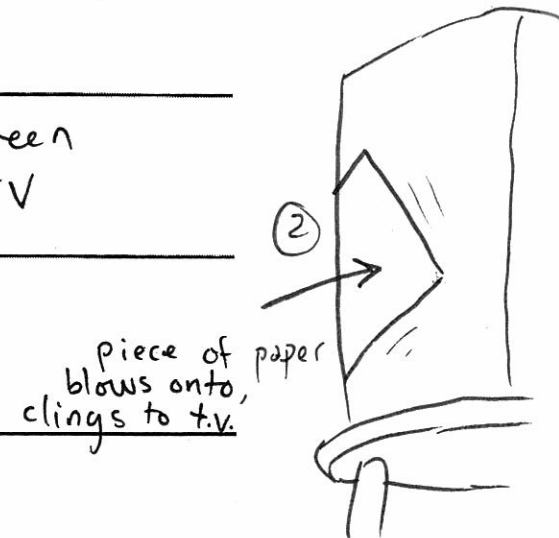
Action:

- pages rapidly flip in book
- papers fly out of screen from book

Timing:

(F:) *HA HA HA! *

- papers fly across screen
- one sheet sticks to TV



EPISODE #

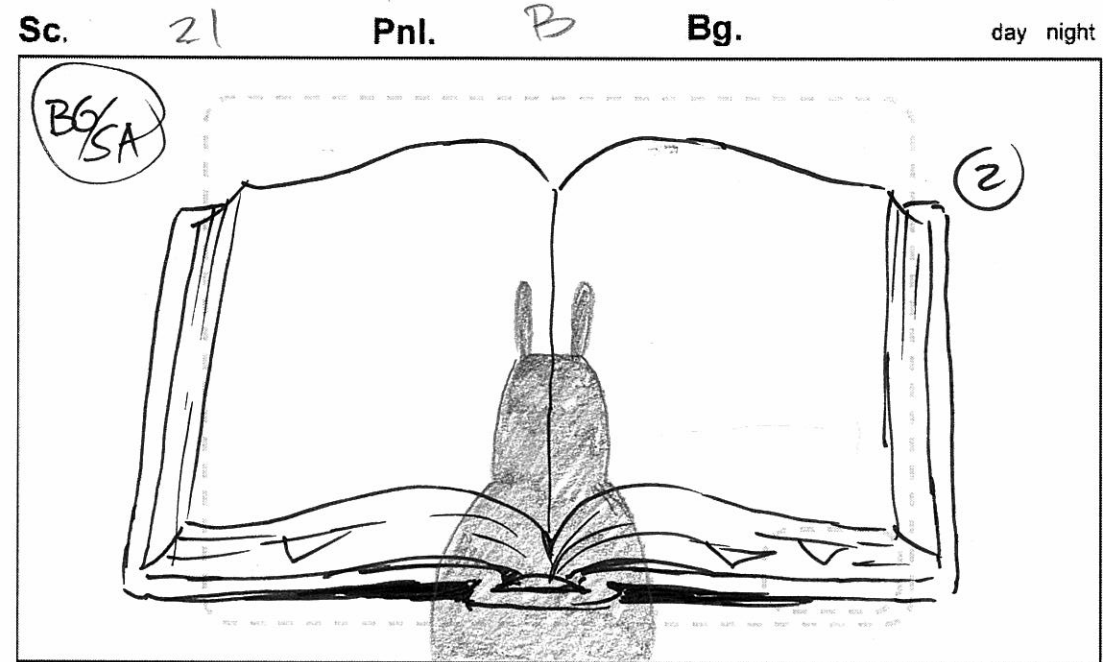
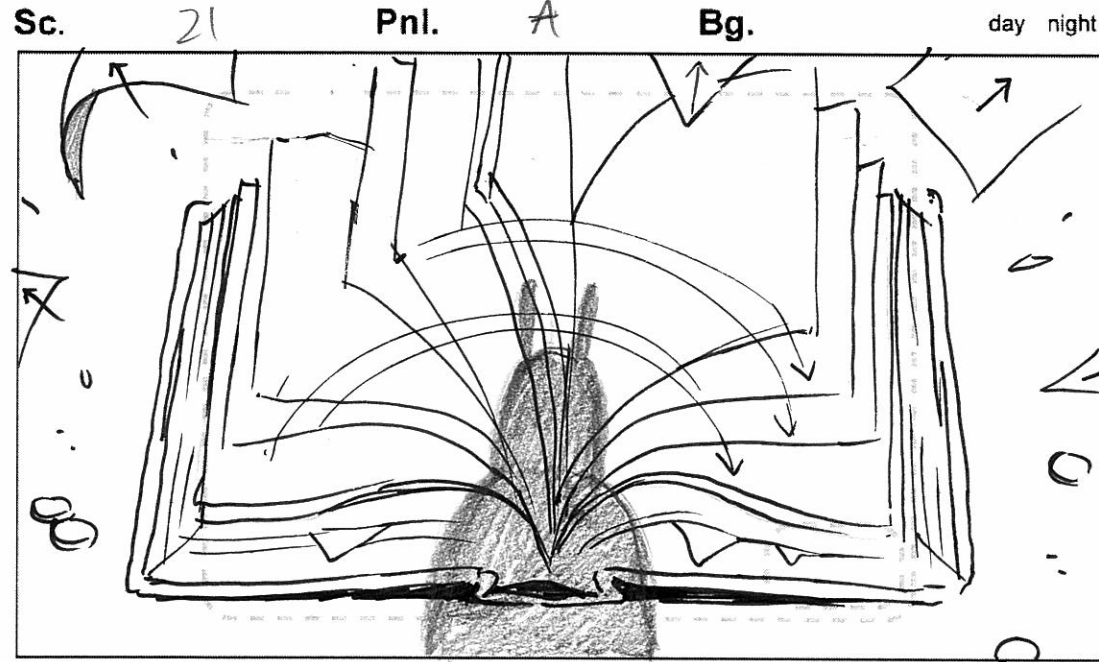
008104

Production :

ADVENTURE TIME



Page 18



Dialog:

(LICH) * whisper whisper *

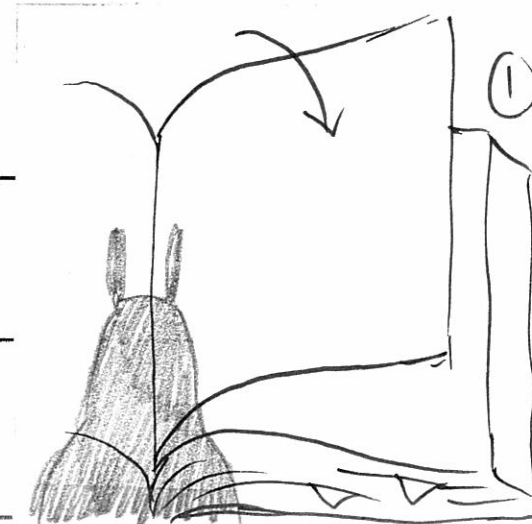
(LICH) cont.
whisper

Action:

pages slow to a stop

Timing:

Not sure →
what should go
on these book
pages...
-Tom



008104

EPISODE #

Production :

ADVENTURE TIME

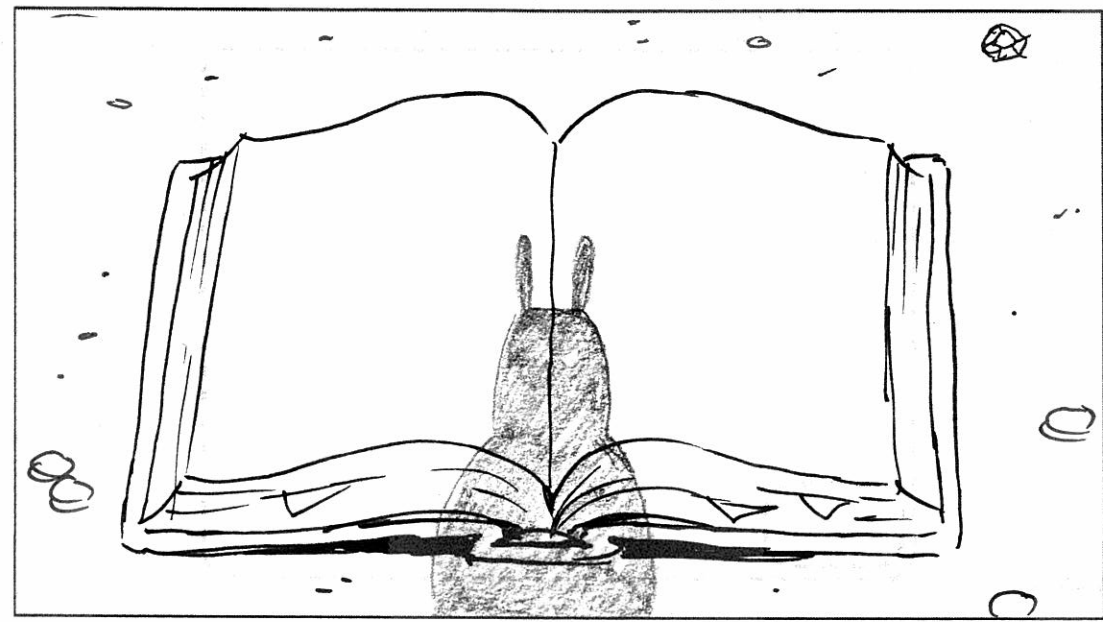


Page 19

Sc. 22 Pnl. A Bg. day night



Sc. 23 Pnl. A Bg. day night



Dialog:	<p>(LICH) (O.S.) * whisper whisper * → * whisper whisper *</p>
Action:	
Timing:	

EPISODE # 008104

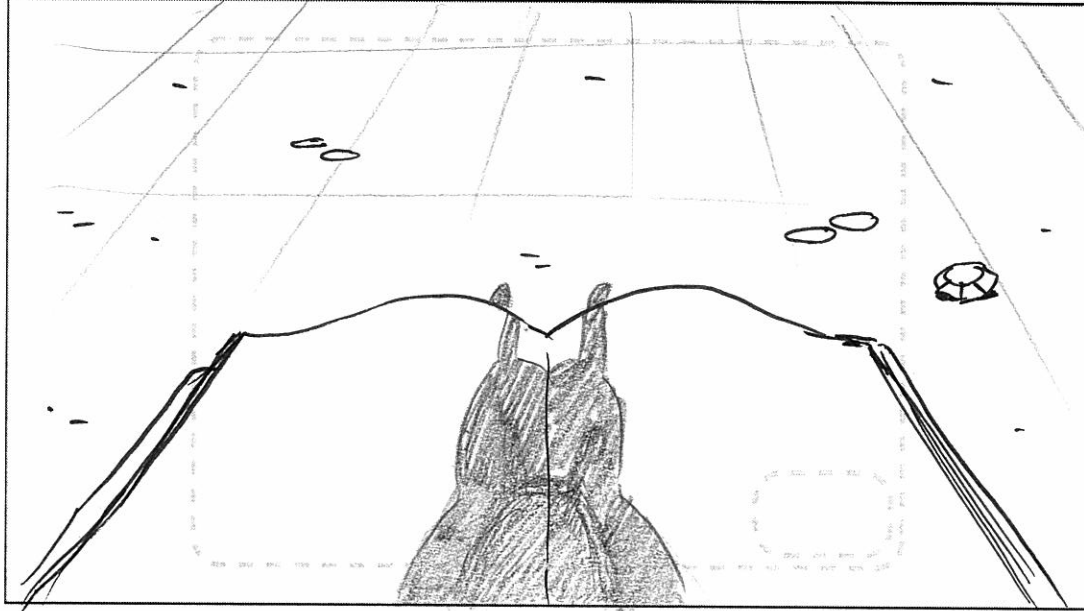
Production :

ADVENTURE TIME

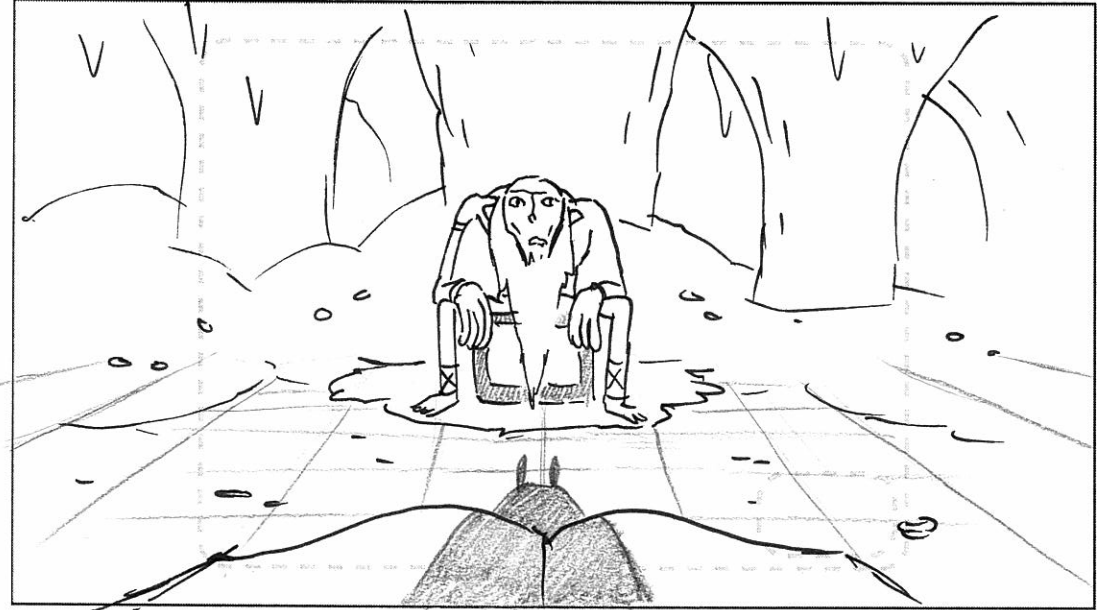


Page 20

Sc. 23 Pnl. B Bg. day night



Sc. 23 Pnl. C Bg. day night



Dialog:

Action:

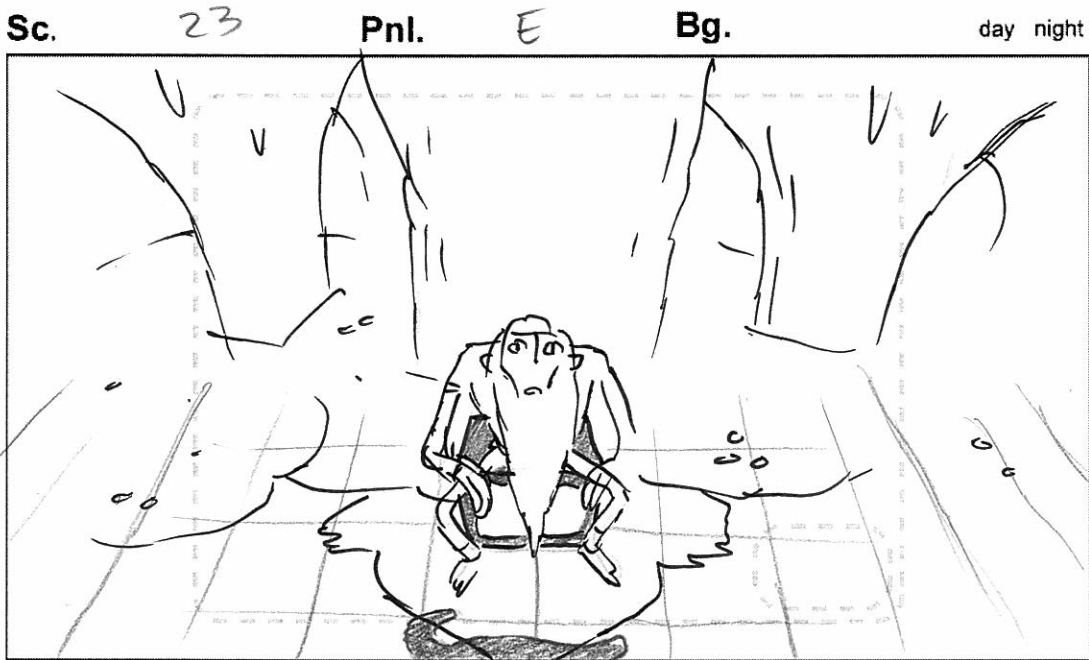
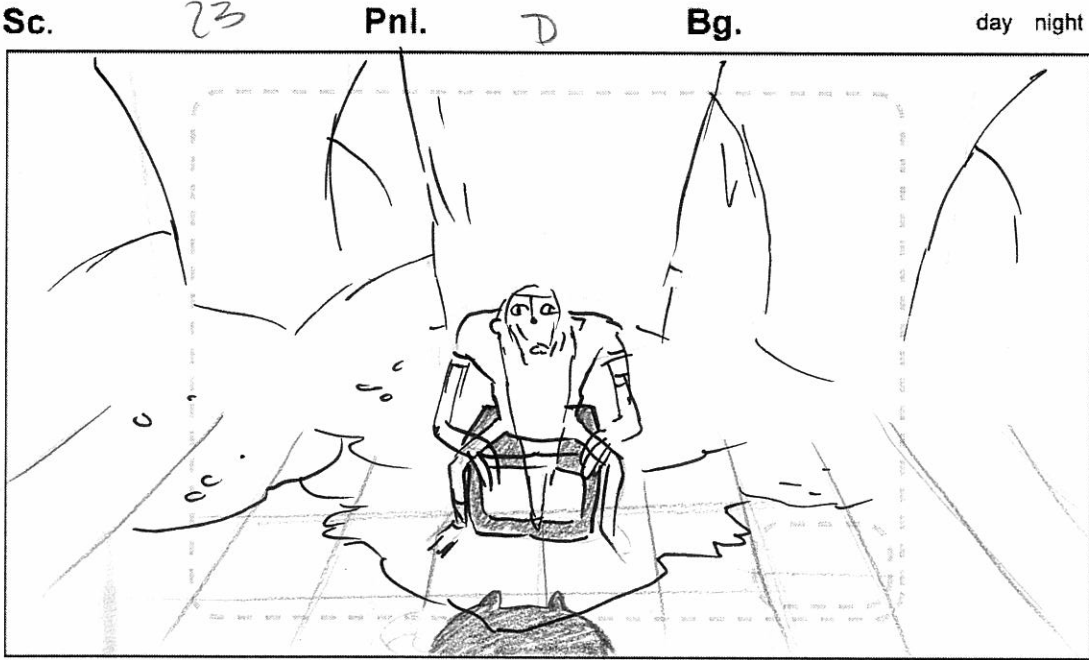
Timing:

EPISODE #

008104

Production :

ADVENTURE TIME



Dialog:	2	3
Action:		
Timing:		

EPISODE # 008104

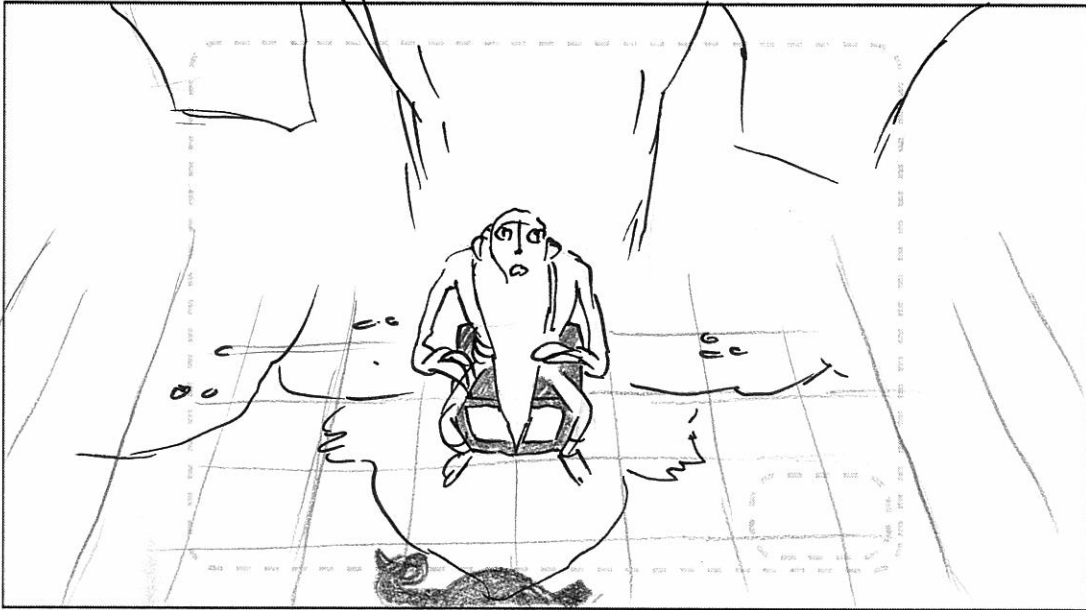
Production :

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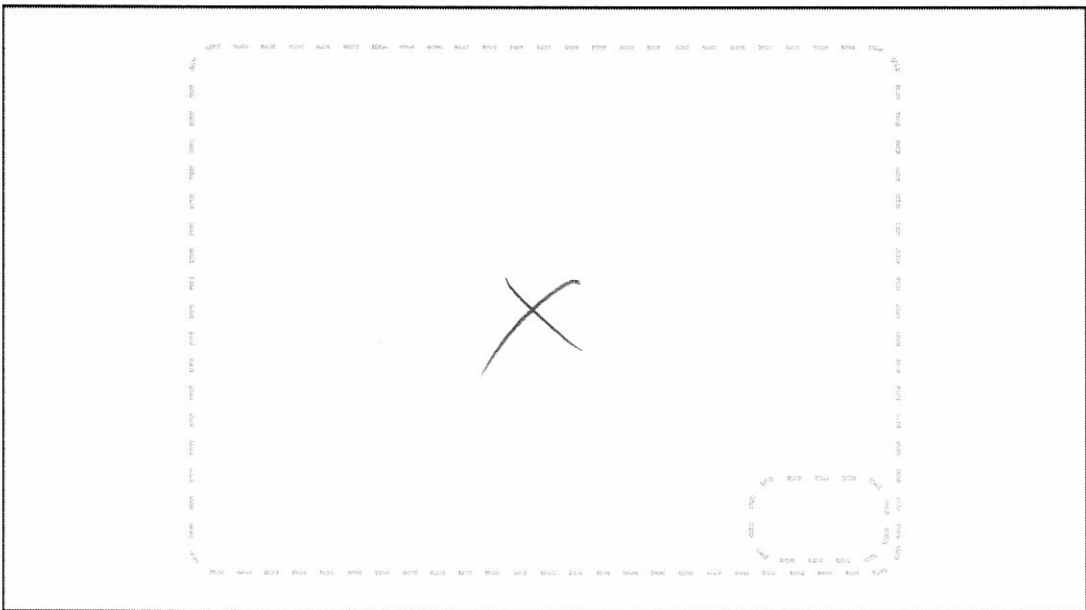
ADVENTURE TIME



Sc. 23 Pnl. F Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

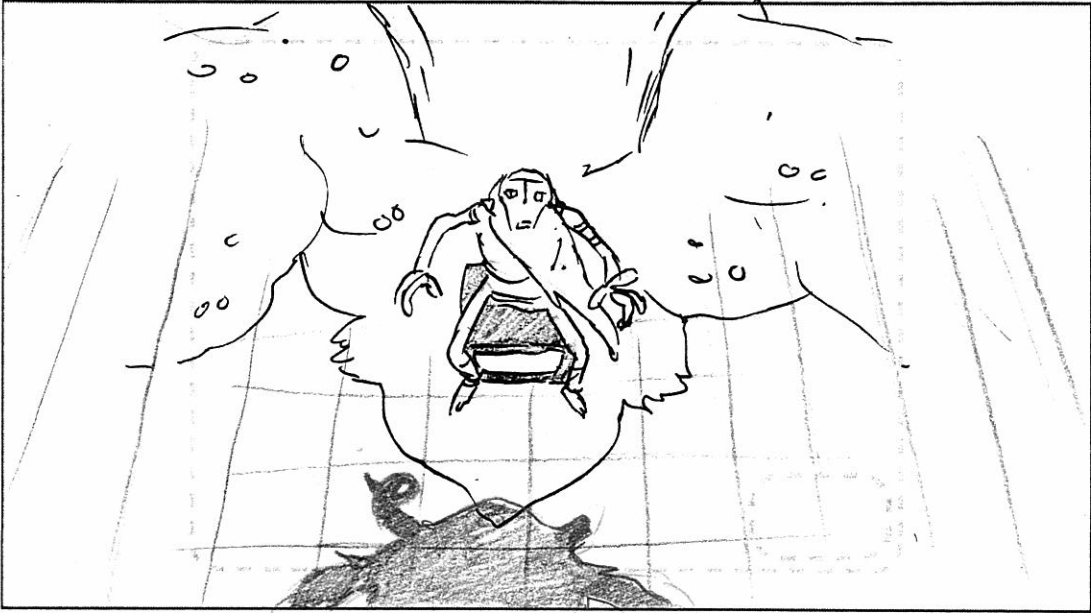
4

EPISODE # 008104 Production :

ADVENTURE TIME



Sc. 23 Pnl. G Bg. day night



Sc. 23 Pnl. H Bg. day night



Dialog:
LICH: * cackle cackle cackle cackle! *
Action:
Timing:

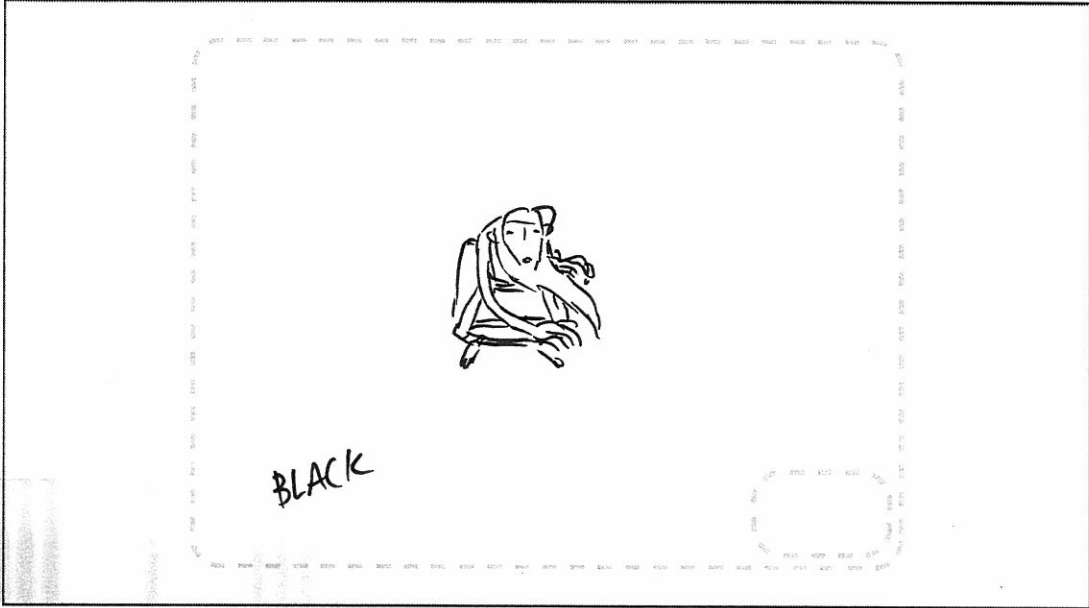
EPISODE # 008104

Production :

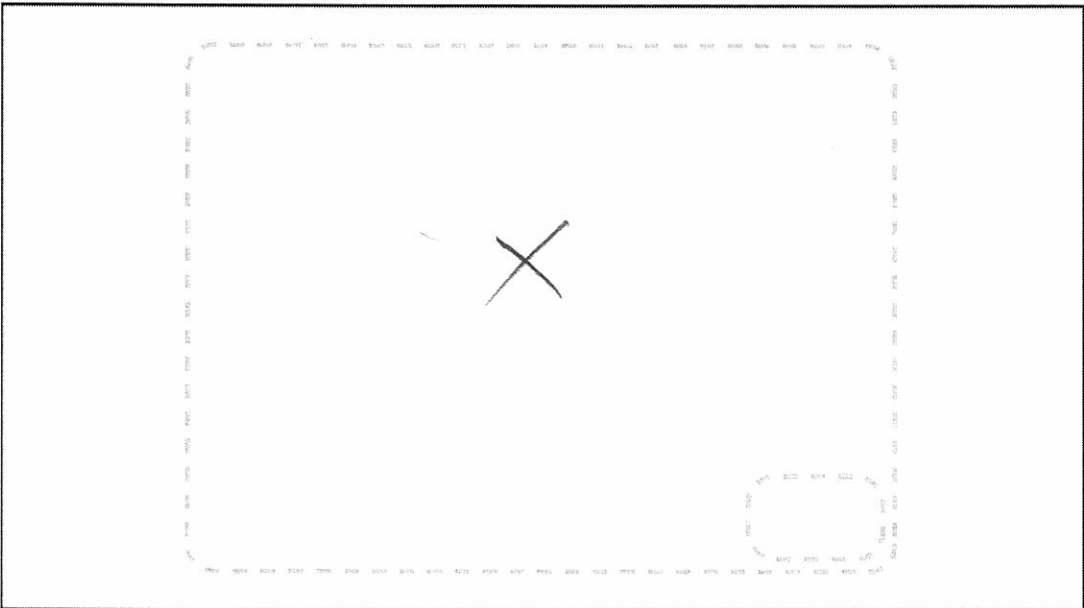
ADVENTURE TIME



Sc. 23 Pnl. 1 Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: <u>BG fades out to black</u>
Timing:

EPISODE # 008104

Production :

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ADVENTURE TIME



Page 25

Sc. 23

Pnl. 5

Bg.

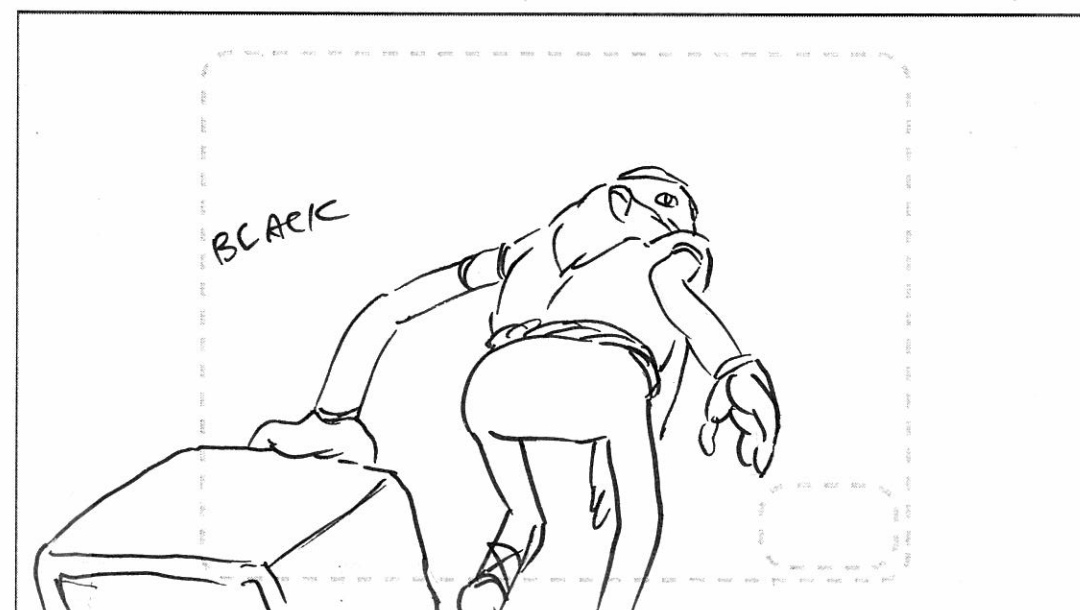
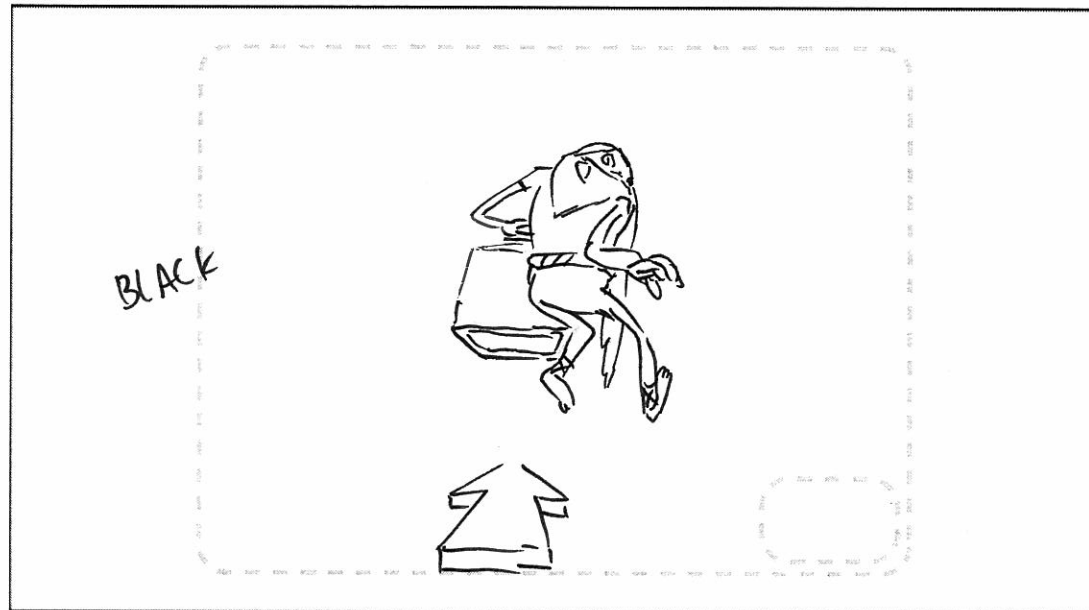
day night

Sc. 23

Pnl. K

Bg.

day night



Dialog:

BILLY: YAAAH!!

Action:

Timing:

EPISODE #

008104

Production :

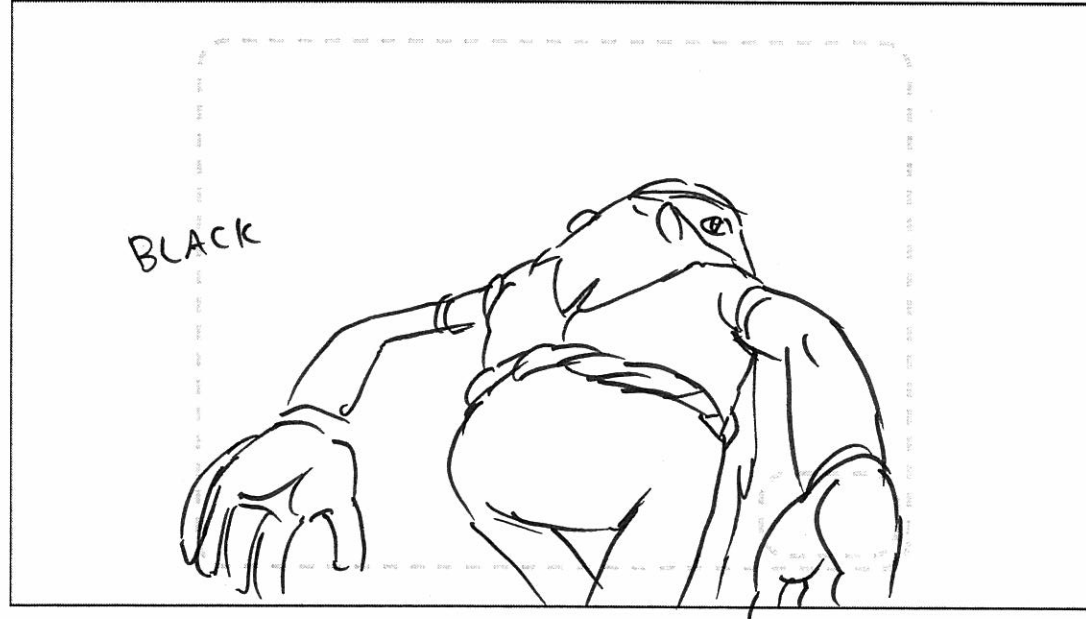
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ADVENTURE TIME

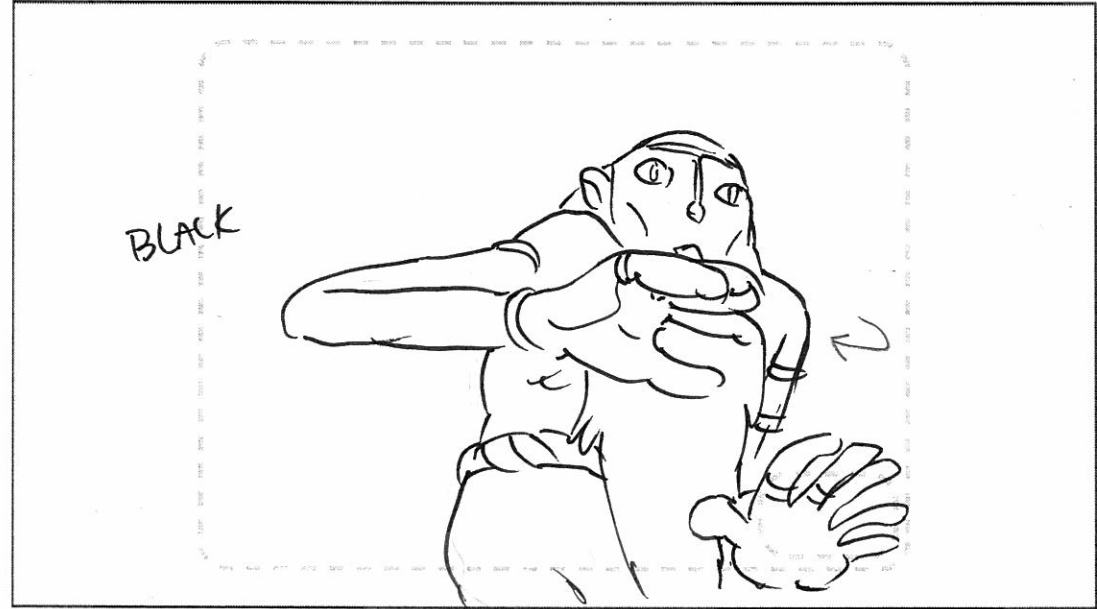


Page 26

Sc. 23 Pnl. L Bg. day night



Sc. 23 Pnl. M Bg. day night



Dialog:
Action:
Timing:

EPISODE # 008104

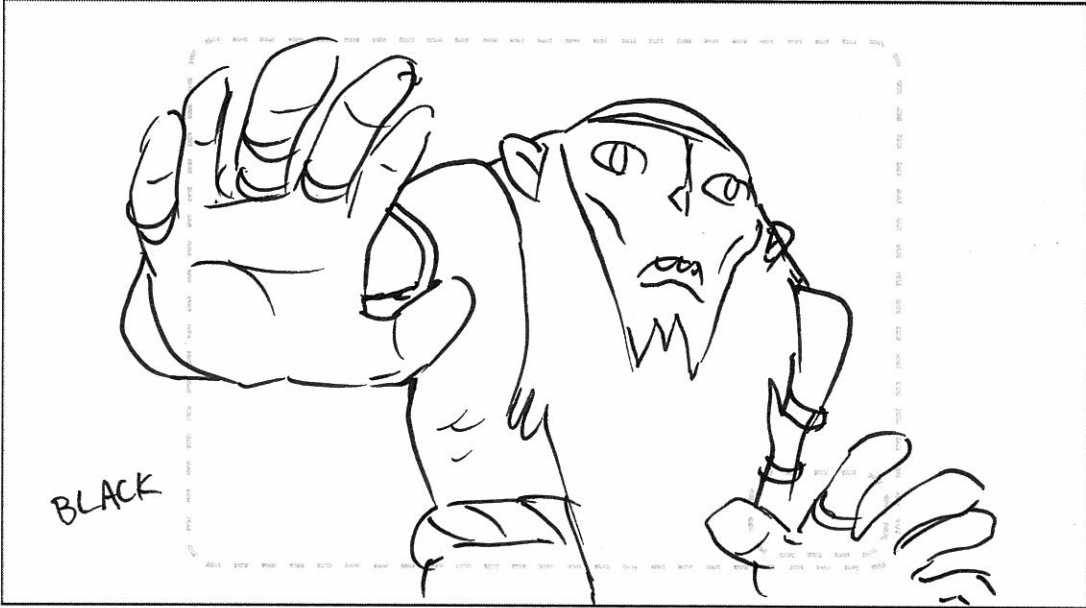
Production :

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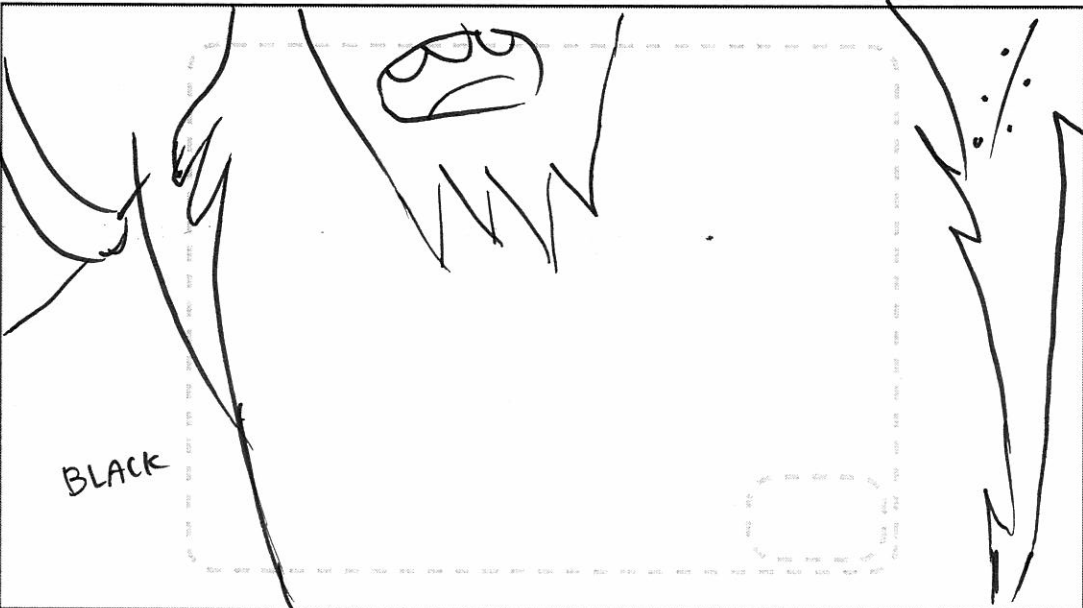
ADVENTURE TIME



Sc. 23 Pnl. N Bg. day night



Sc. 23 Pnl. O Bg. day night



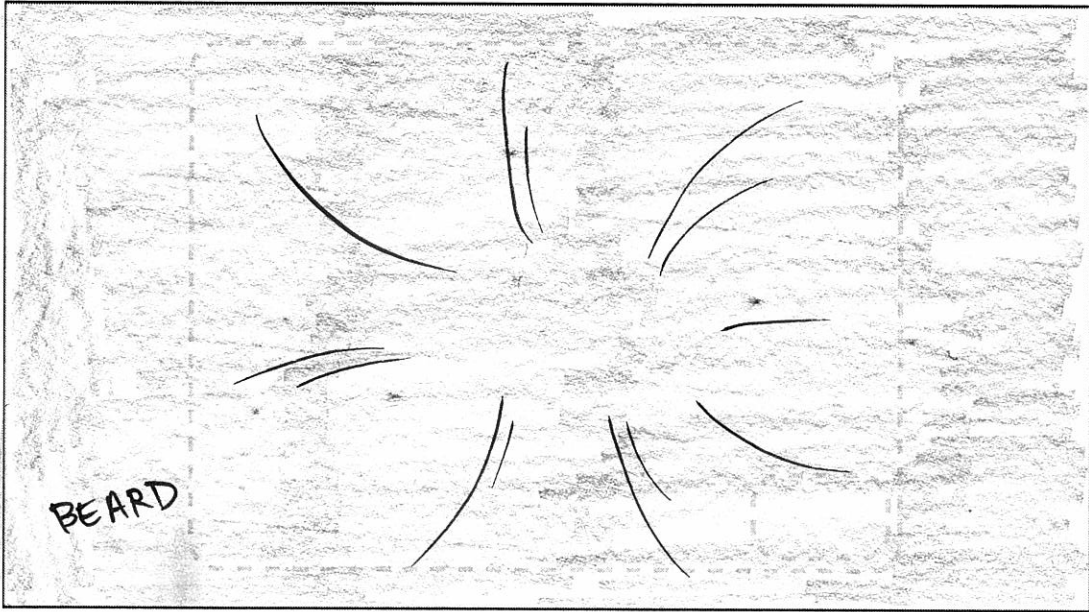
Dialog:
Action:
Timing:

EPISODE # 008104
Production :

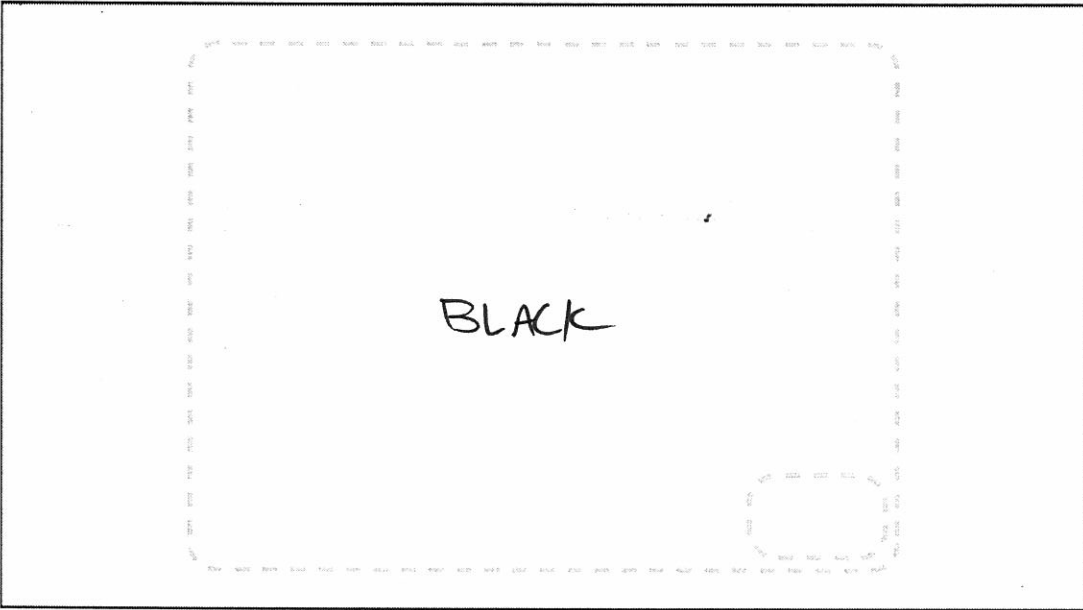
ADVENTURE TIME



Sc. 23 Pnl. P Bg. day night

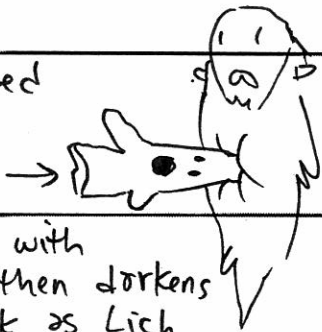


Sc. Pnl. Bg. day night



Dialog:

Action: This is supposed to be the Lich entering into Billy's beard.



Timing: Screen is filled with Beard color, ~~the~~ then darkens and goes black as Lich enters.

008104

EPISODE #

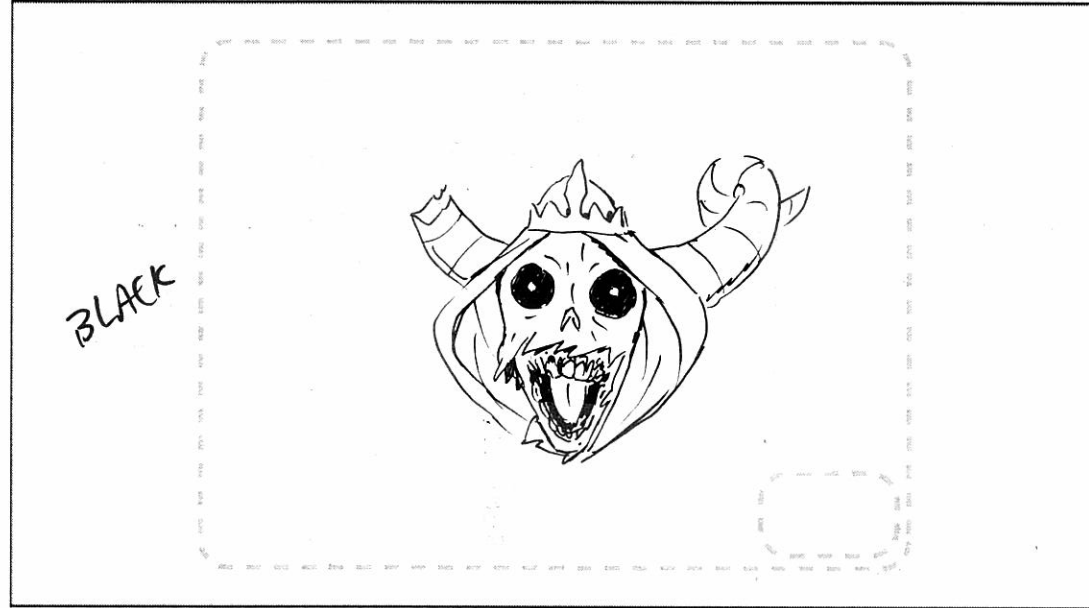
Production :

ADVENTURE TIME

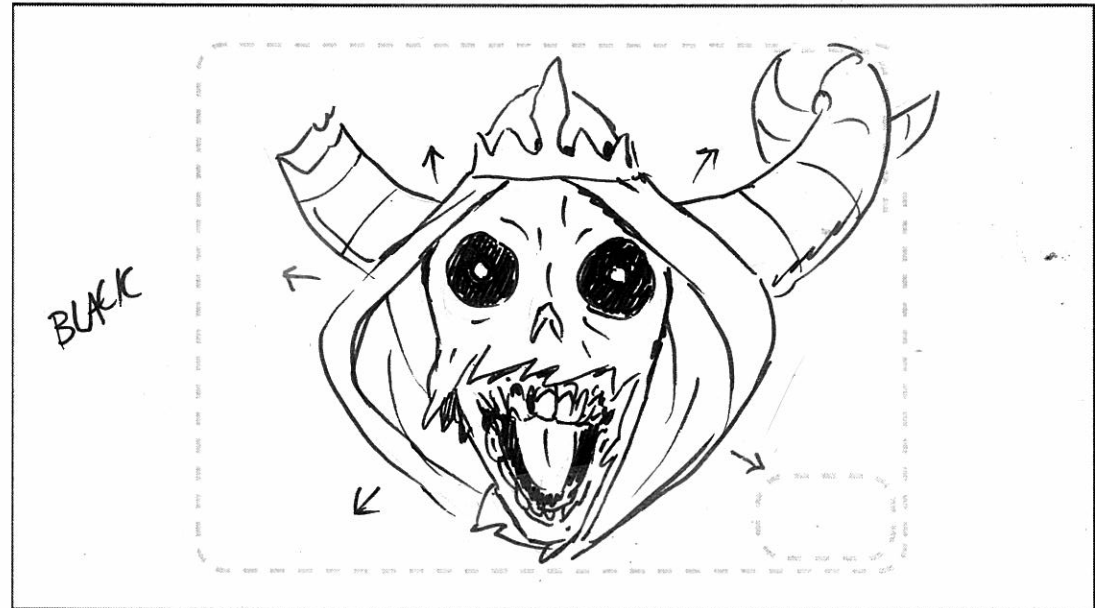


Page 29

Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



Dialog: (LICH) * Screech!! *

Action: Lich flies in out of the black

Timing:



EPISODE # 008104

Production :

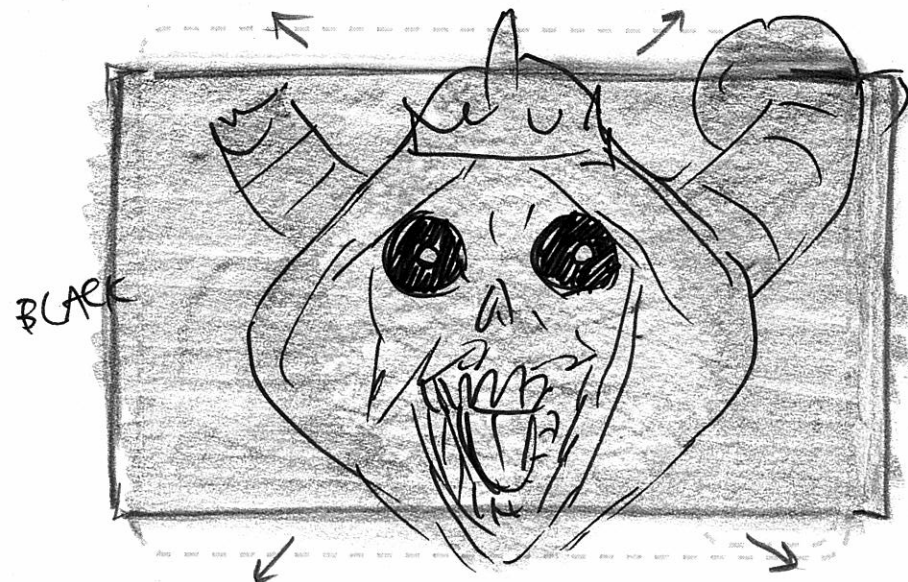
ADVENTURE TIME



Page 30

Sc. 24 Pnl. C Bg.

day night

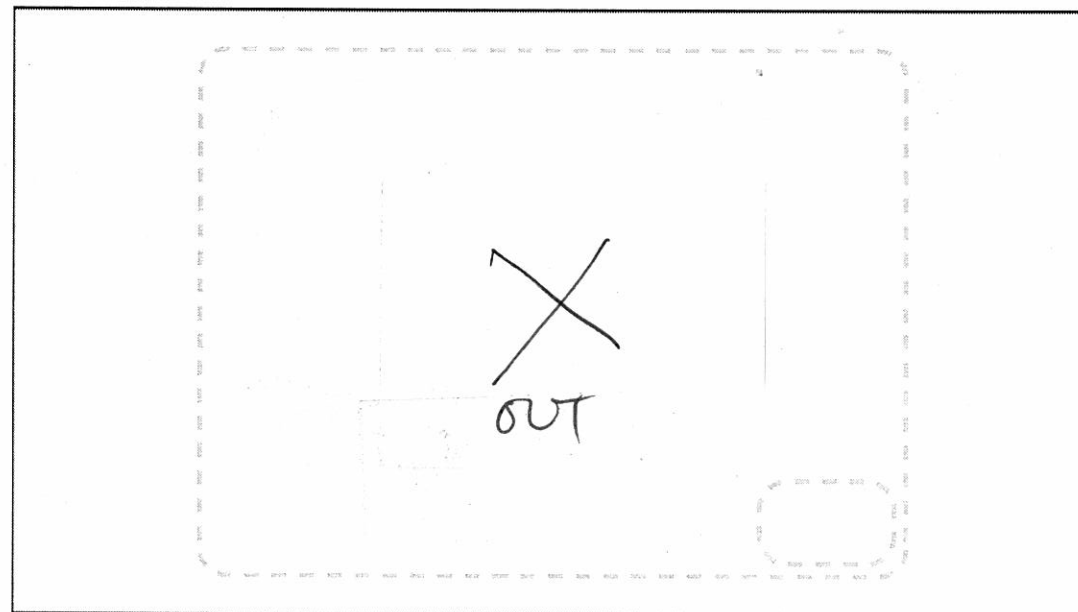


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

LIGHT fades back into blackness

Timing:

EPISODE #

008104

Production :

ADVENTURE TIME

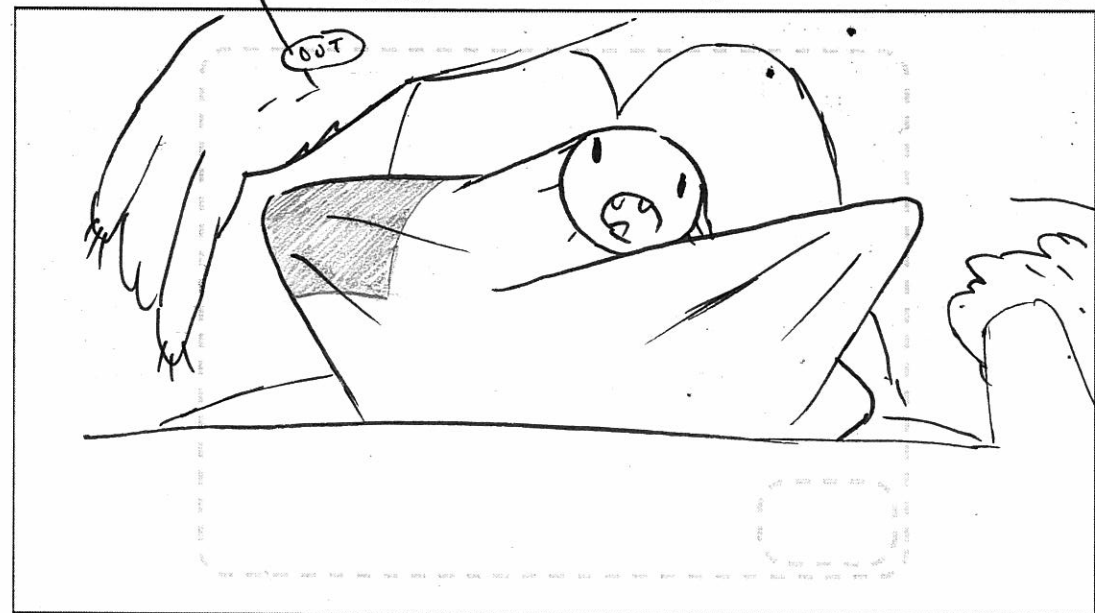


Page 31

Sc. 25 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog:

(F:) BLAAA!!

Action:

Finn kicks blankets off bed

Timing:

EPISODE #

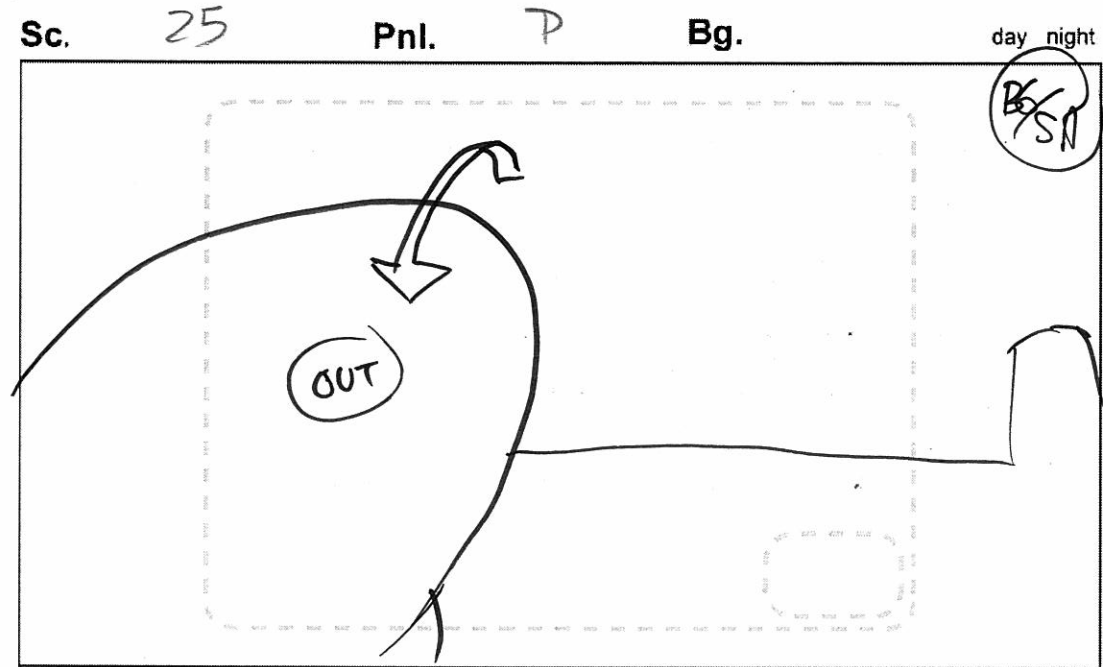
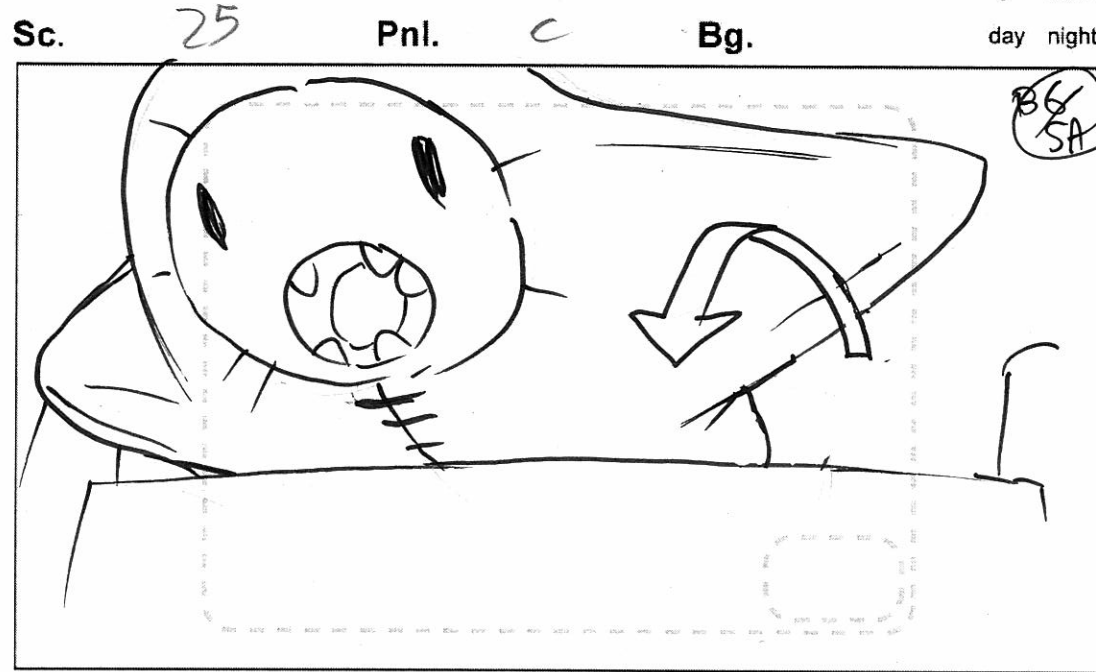
008104

Production :

ADVENTURE TIME



Page 32



Dialog:

(F:) AAAAA !!!

SFX: * CRASH *

Action:

Finn falls off bed

Timing:

008104

EPISODE #

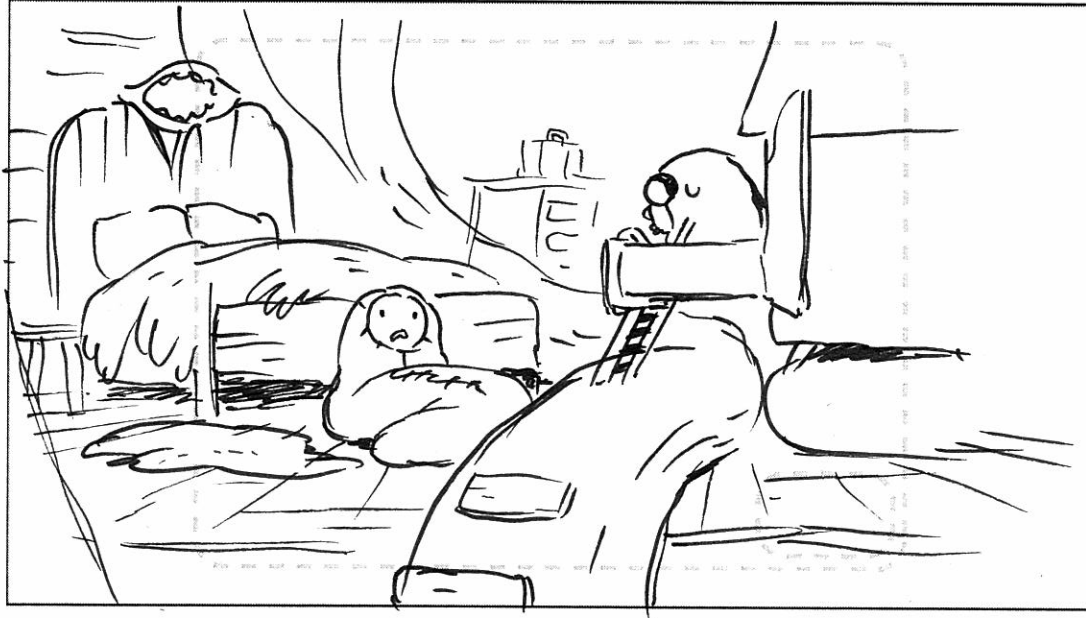
Production :

ADVENTURE TIME

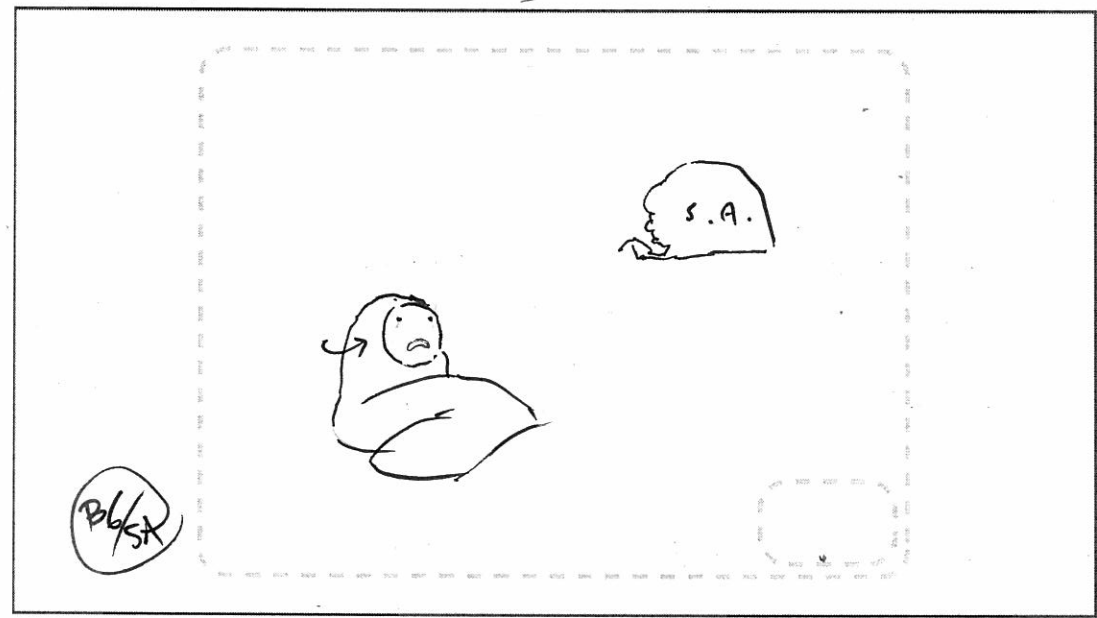


Page 33

Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog:

(F:) * Panting *

(J:) You alright buddy?

(J:) another nightmare?

Action:

Timing:

EPISODE #

008104

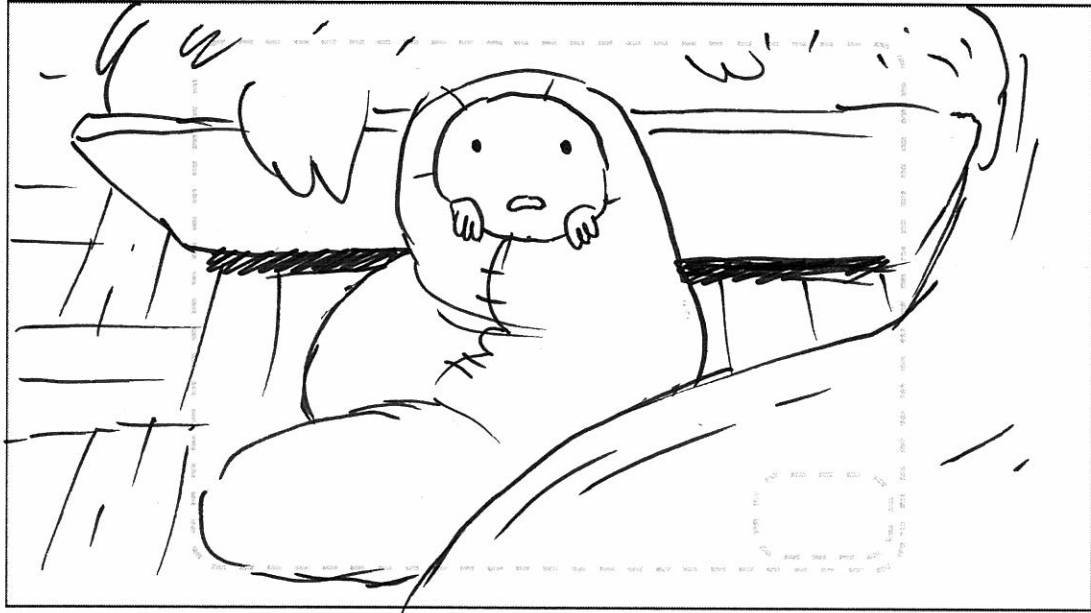
Production :

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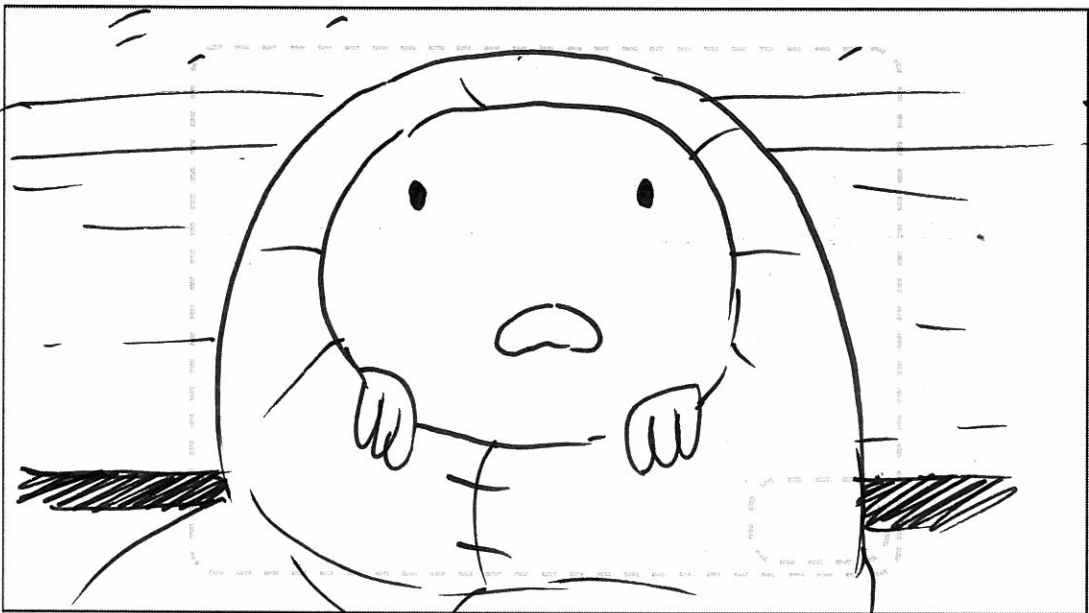
ADVENTURE TIME



Sc. 27 Pnl. A Bg. day night



Sc. 28 Pnl. A Bg. day night



Dialog:	(F:) Yeah that dang snail again, mah, muckin' it up again.	(F:) But there were other guys this time too...
Action:		
Timing:		

008104

EPISODE #

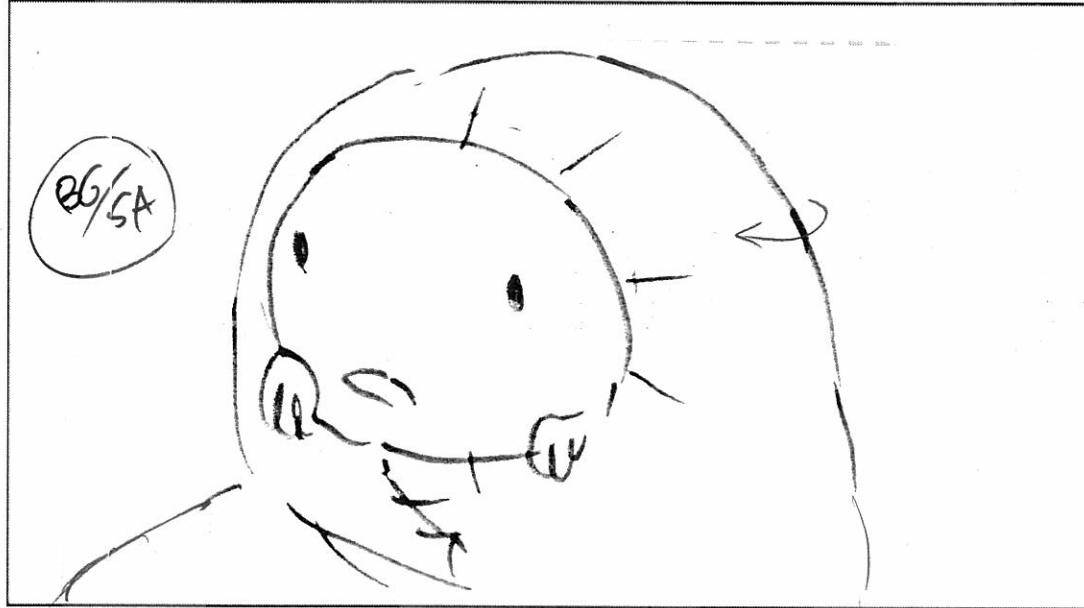
Production :

ADVENTURE TIME

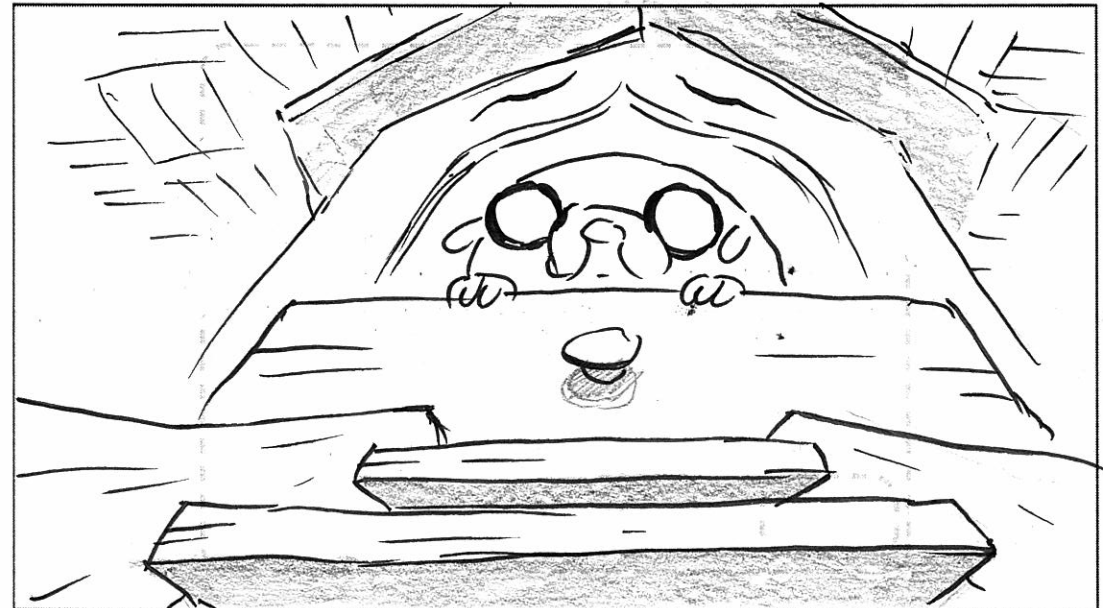


Page 35

Sc. 28 Pnl. B Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:

(F:) the bear was there,
and some dogs,

(F)(O.S.)(cont.): and Billy's lady,
and Billy -

Action:

Timing:

EPISODE #
008104

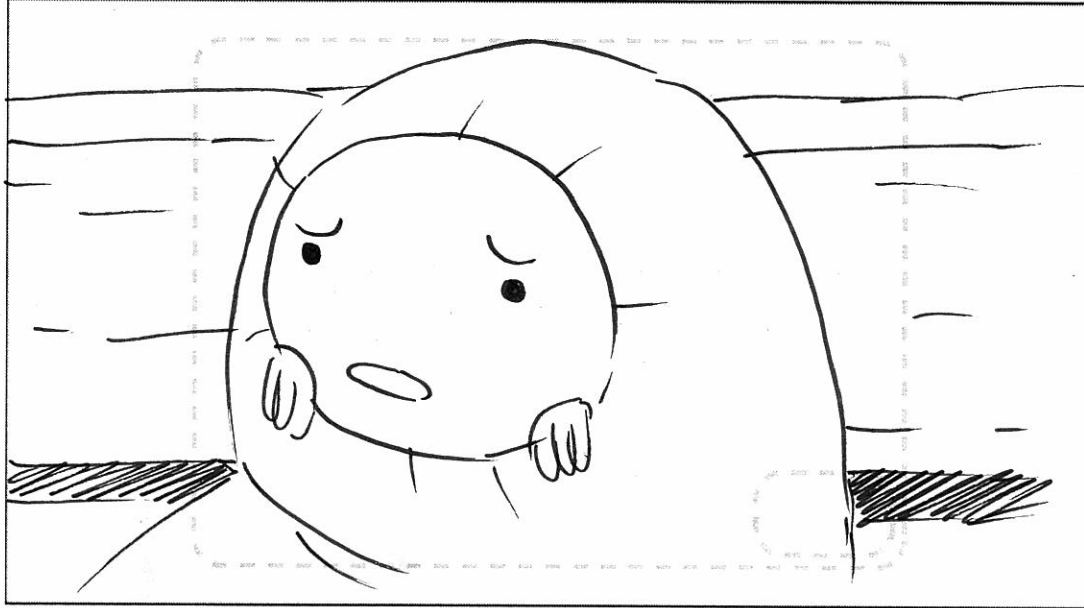
Production :

ADVENTURE TIME

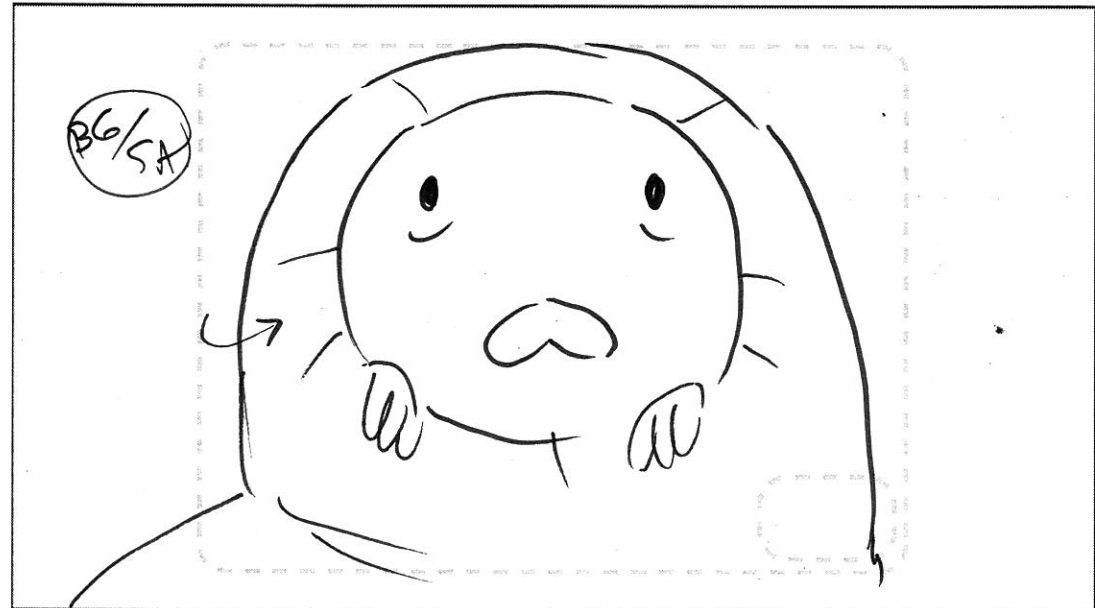


Page 36

Sc. 30 Pnl. A Bg. day night



Sc. 30 Pnl. B Bg. day night



Dialog:

(F:) and Billy was real scared
Somethin' fierce man,

(F:) Somethin' REAL fierce.

Action:

Timing:

EPISODE #

008104

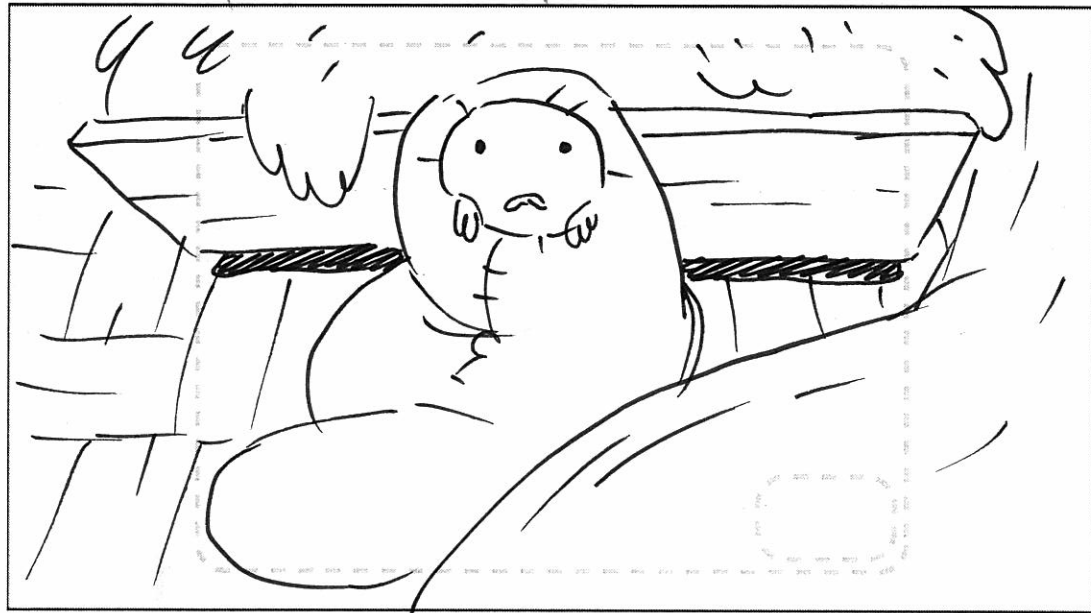
Production :

ADVENTURE TIME

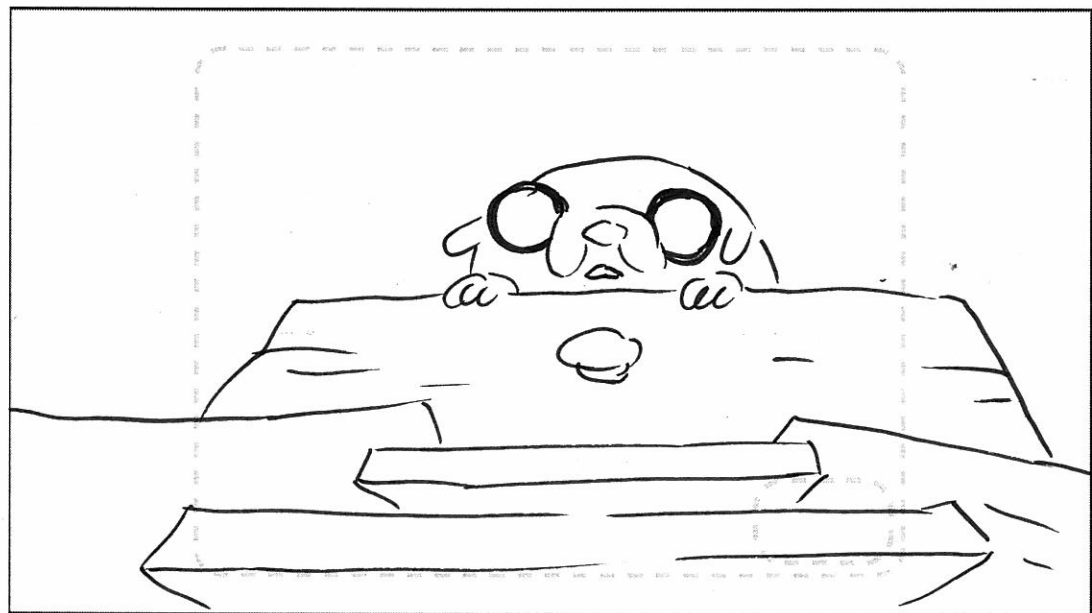


Page 37

Sc. 31 Pnl. A Bg. day night



Sc. 32 Pnl. A Bg. day night



Dialog:

(F) (cont.) and the cosmic owl was there too. kinda. Screechin' it up.

(J) Whoa... the cosmic owl?

Action:

Timing:

EPISODE #

Production :

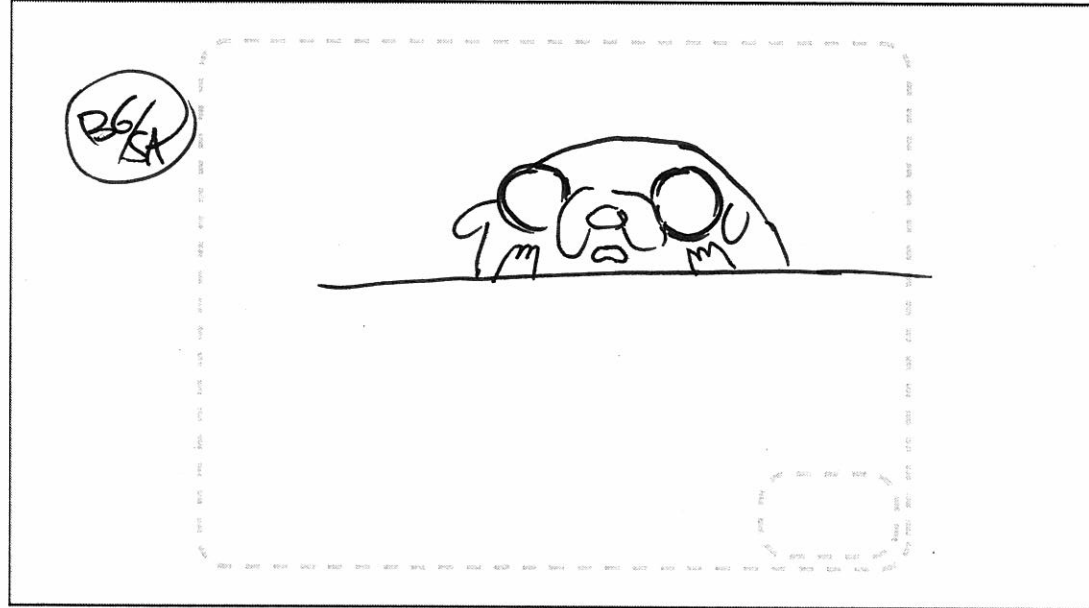
008104

ADVENTURE TIME

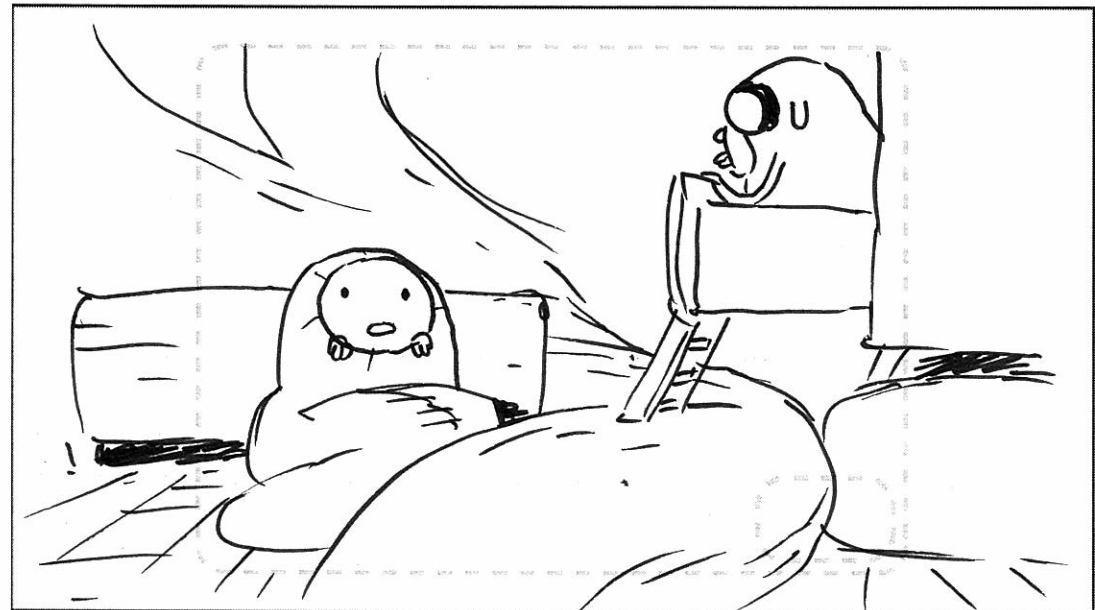


Page 38

Sc. 32 Pnl. B Bg. day night



Sc. 33 Pnl. C Bg. day night



Dialog:

(J:) what if that was a premonition dream, Finn?

(F:) You think?

Action:

Timing:

008104

EPISODE #

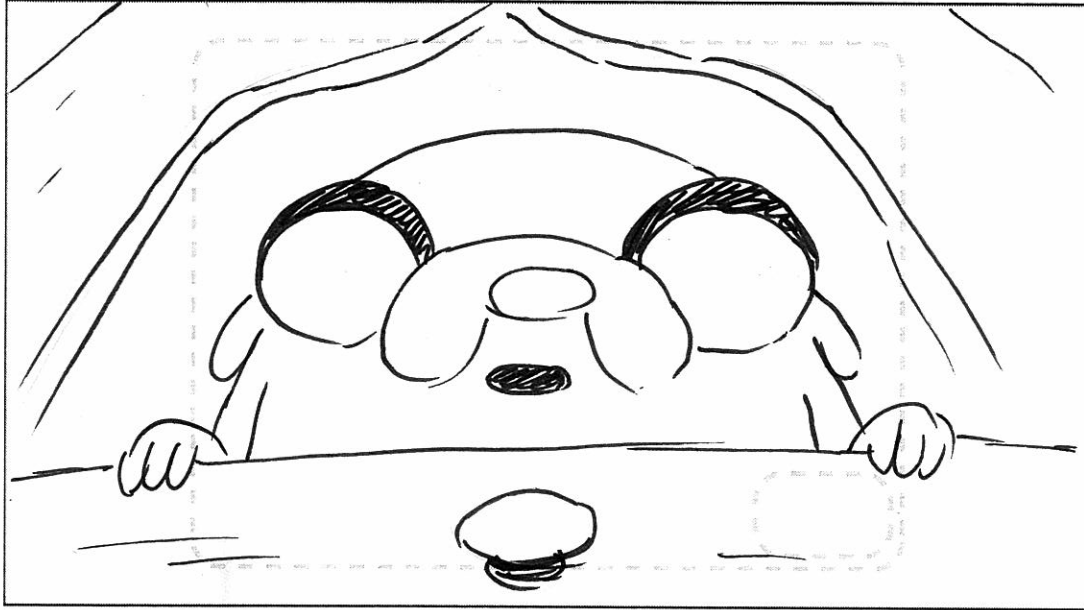
Production :

ADVENTURE TIME



Page 39

Sc. 34 Pnl. A Bg. day night



Sc. 34 Pnl. B Bg. day night



Dialog:

(J) could be.

(J) ① We better code tell* (*like "go tell")
Billy about it just in
case. ② He'll know what to do.

Action:

Timing:



008104

EPISODE #

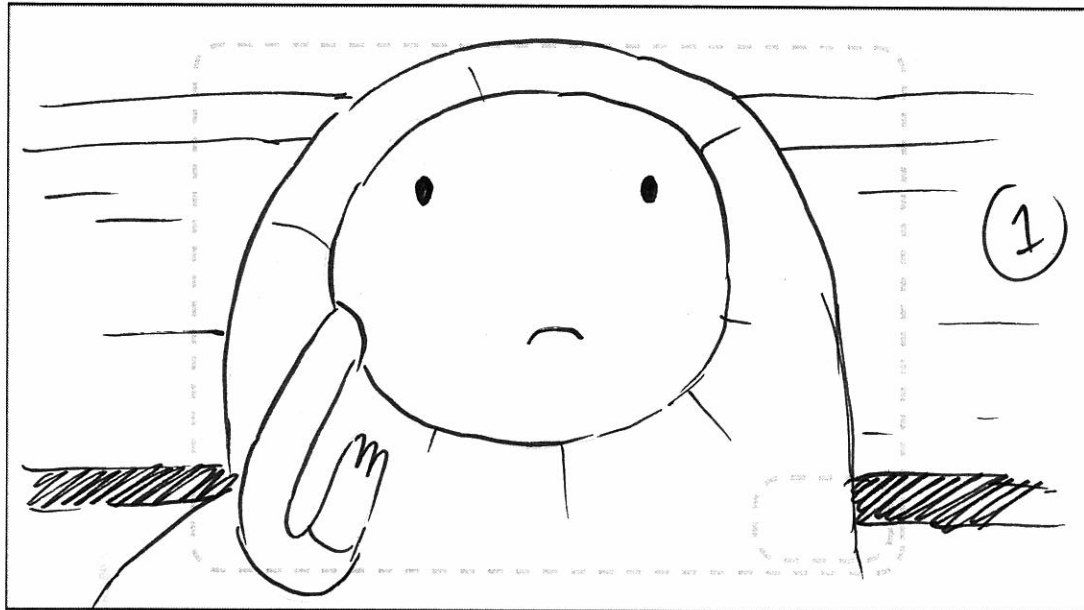
Production :

ADVENTURE TIME

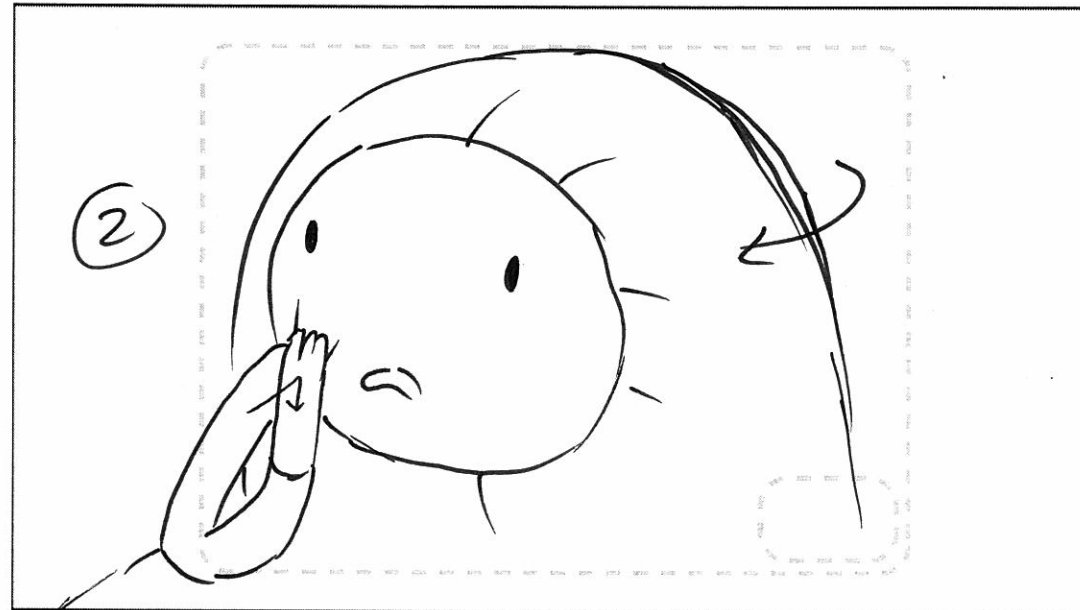


Page 40

Sc. 35 Pnl. A Bg. day night



Sc. 35 Pnl. B Bg. day night



Dialog:

(F:) Dong... Whoa.

Action:

Timing:

Production :

EPISODE #

008104

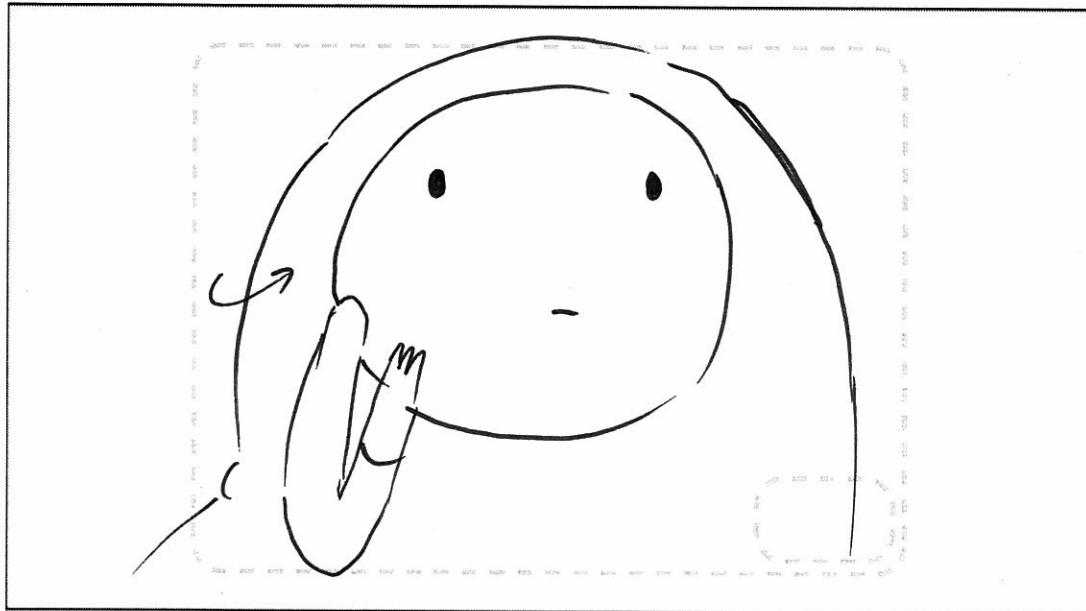
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ADVENTURE TIME

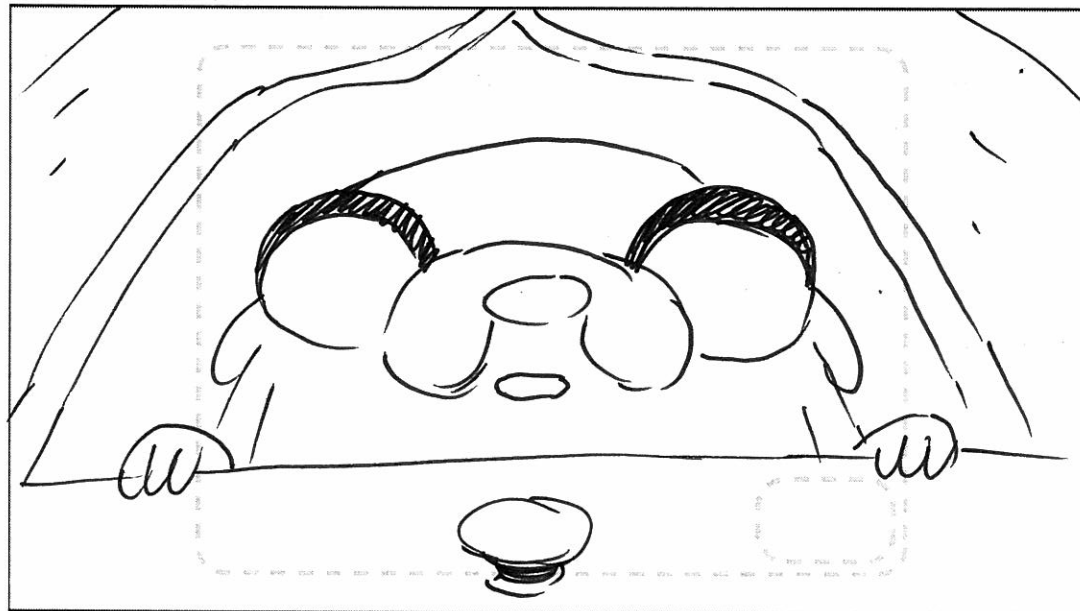


Page 41

Sc. 35 Pnl. C Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:

JAKE (O.S.) I dreamed... I was →

in kindergarten again but...
I had really big feet and
was also the teacher.

Action:

Timing:

EPISODE # 008104

Production :

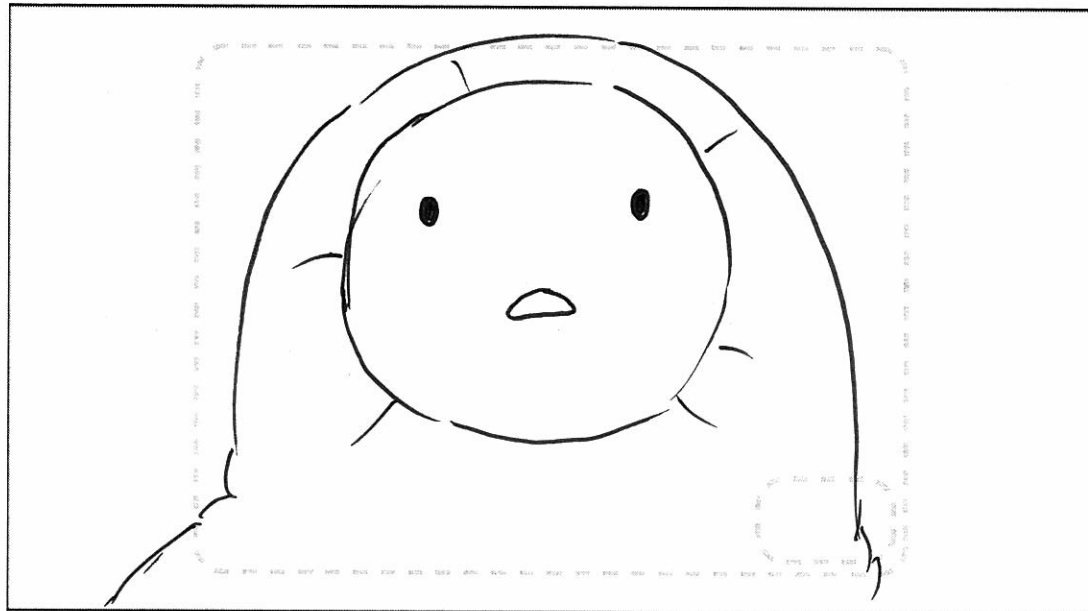
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ADVENTURE TIME

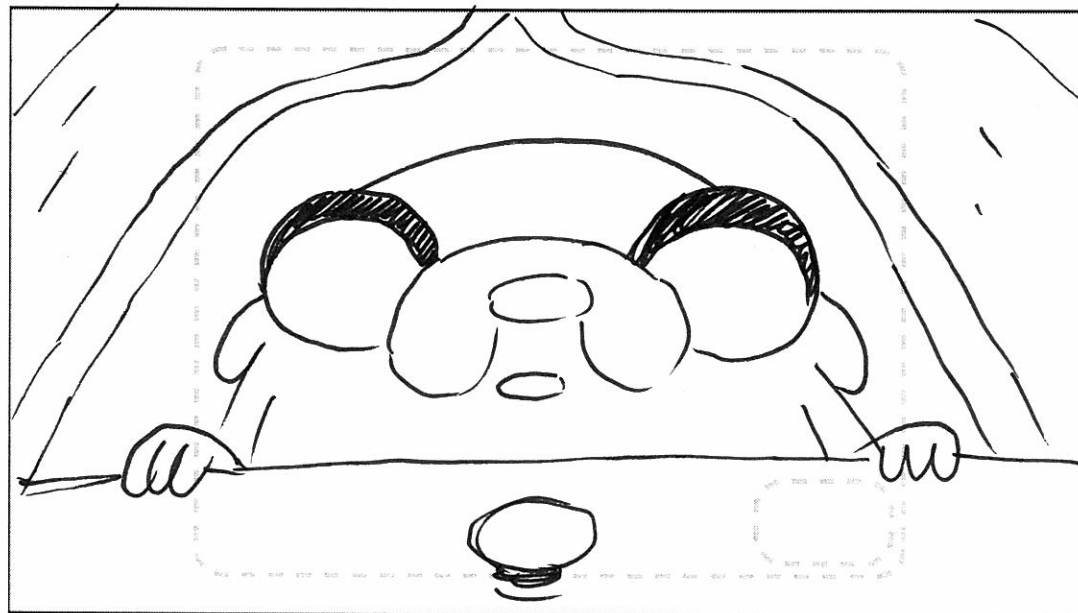


Page 42

Sc. 37 Pnl. A Bg. day night



Sc. 38 Pnl. A Bg. day night



Dialog:

- BEAT -

(J:) c'mon we better hurry.

Action:

Timing:

EPISODE # 008104

Production :

ADVENTURE TIME



Page 43

Sc.

Pnl.

Bg.

day night

Sc.

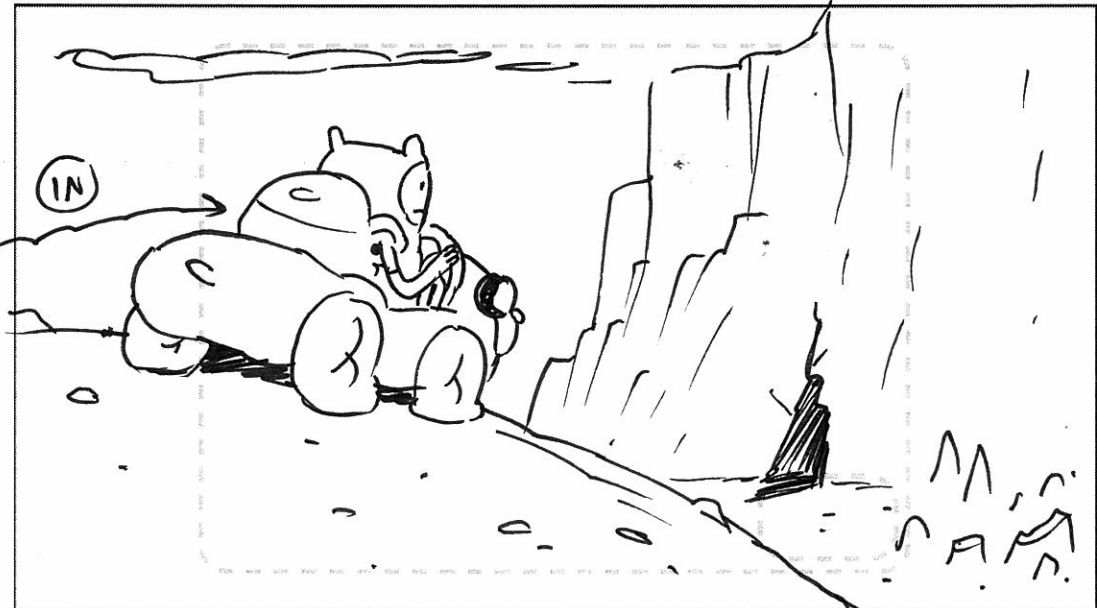
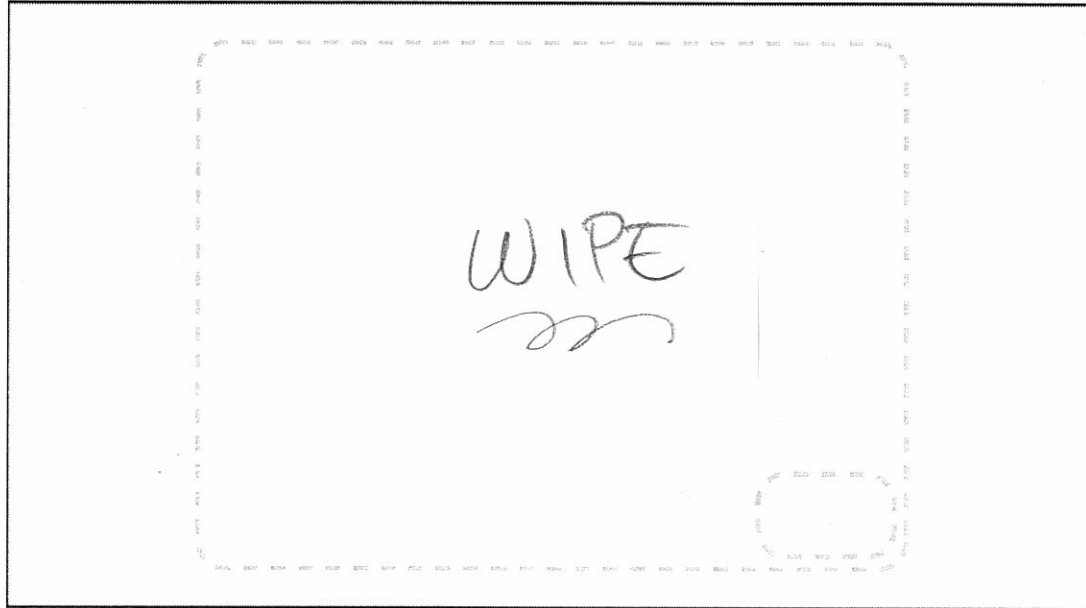
39

Pnl.

A

Bg.

day night



Dialog:

SFX: * fart fart fart fart *

Action:

Timing:



EPISODE # 008104

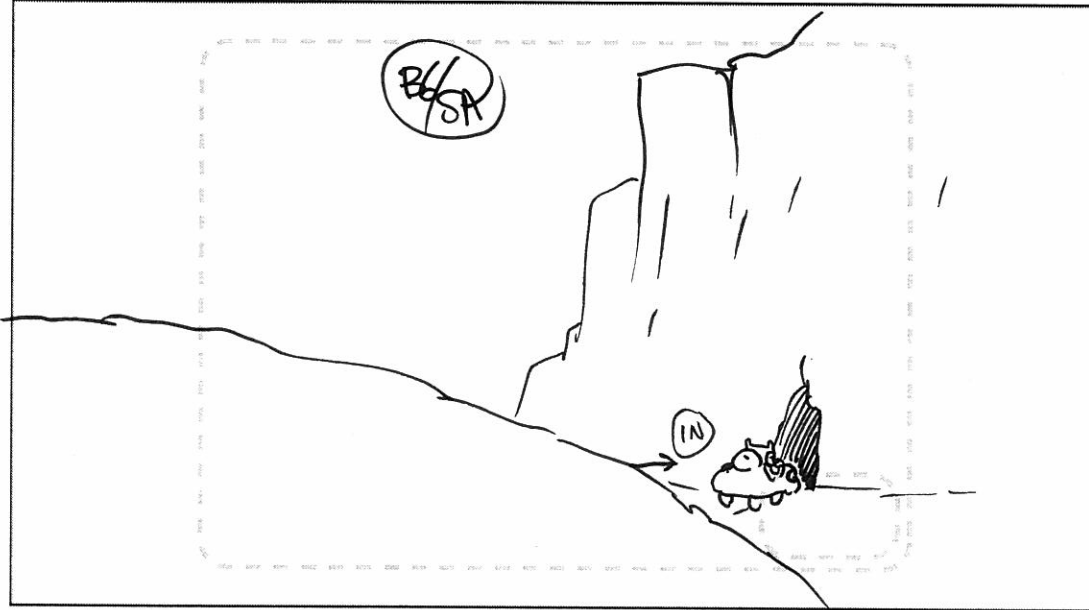
Production :

ADVENTURE TIME

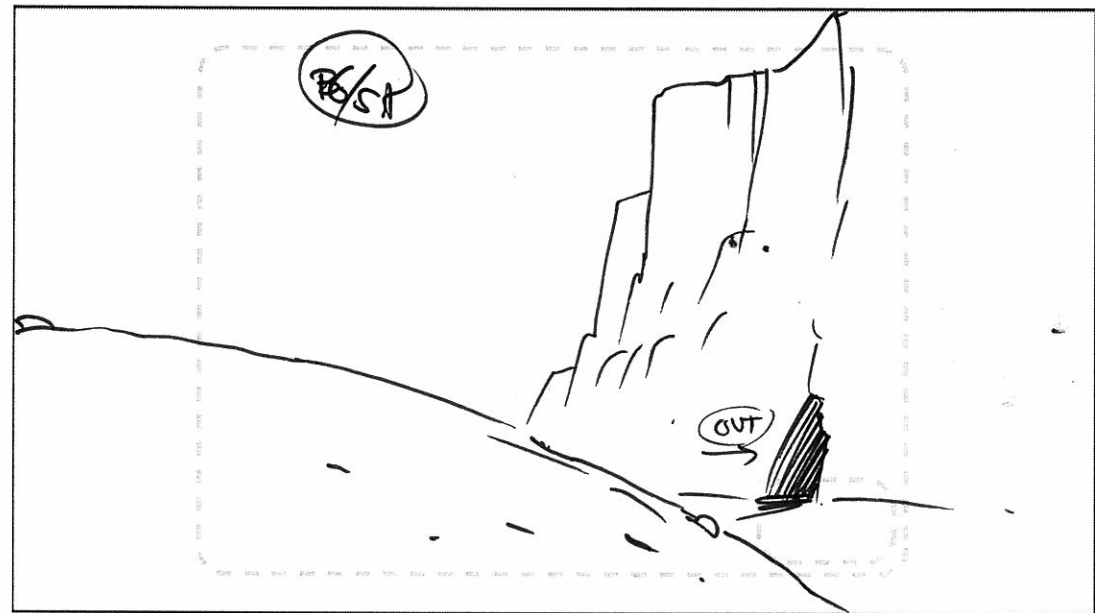


Page 44

Sc. 39 Pnl. B Bg. day night



Sc. 39 Pnl. C Bg. day night



Dialog:

SFX : * fart fart fart fart *

Action:

Timing:

EPISODE # 008104

Production :

ADVENTURE TIME

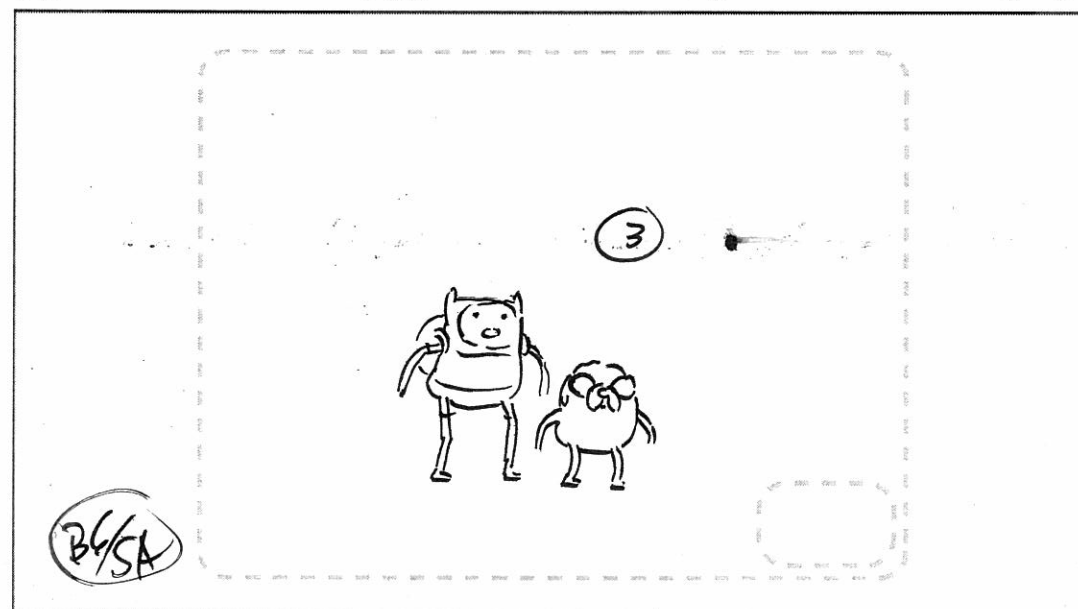


Page 45

Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:

SFX: * fart fart fart fart *

FINN: Hello?

Action:

Timing:

(F:) Billy?



Production :

EPISODE #

008104

ADVENTURE TIME

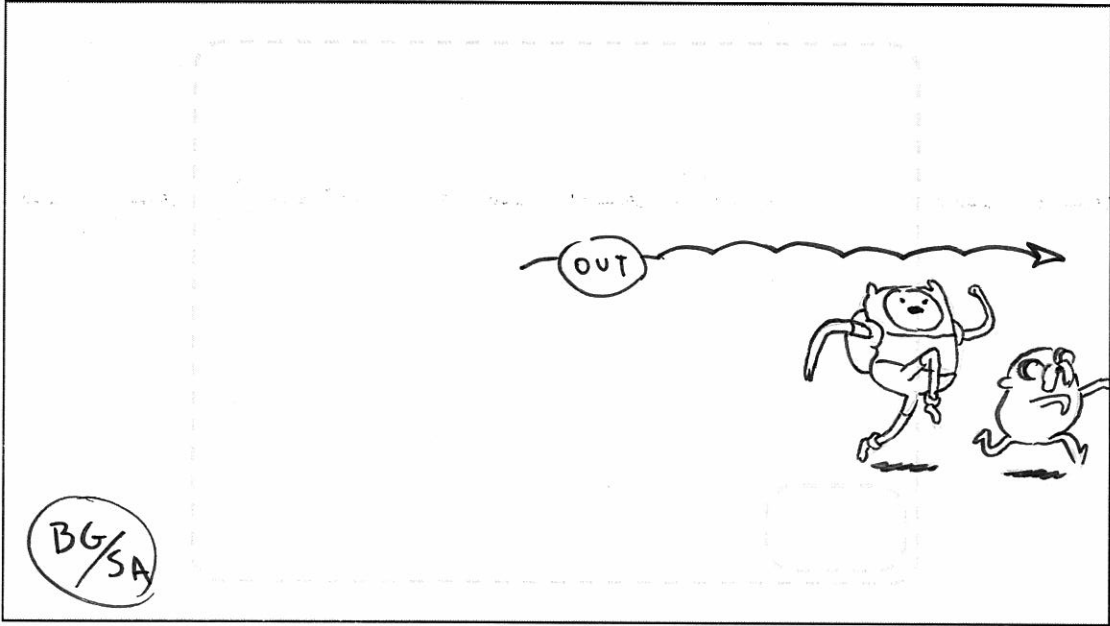


Sc. 40

Pnl. C

Bg.

day night

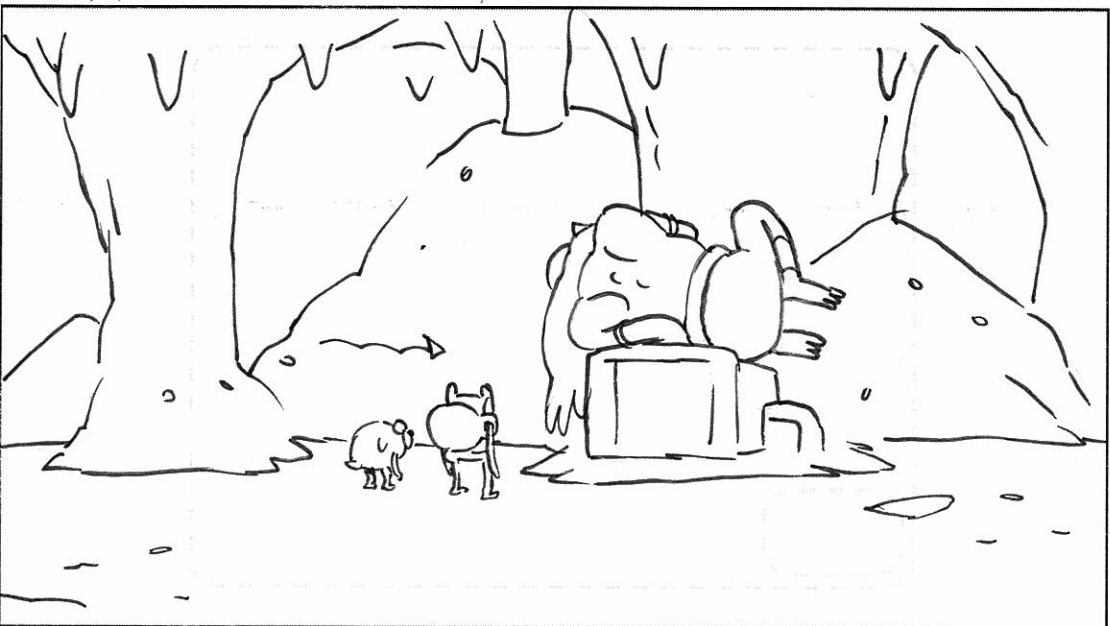


Sc. 41

Pnl. A

Bg.

day night



Dialog:	
Action:	
Timing:	

EPISODE # 008104

Production :

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ADVENTURE TIME

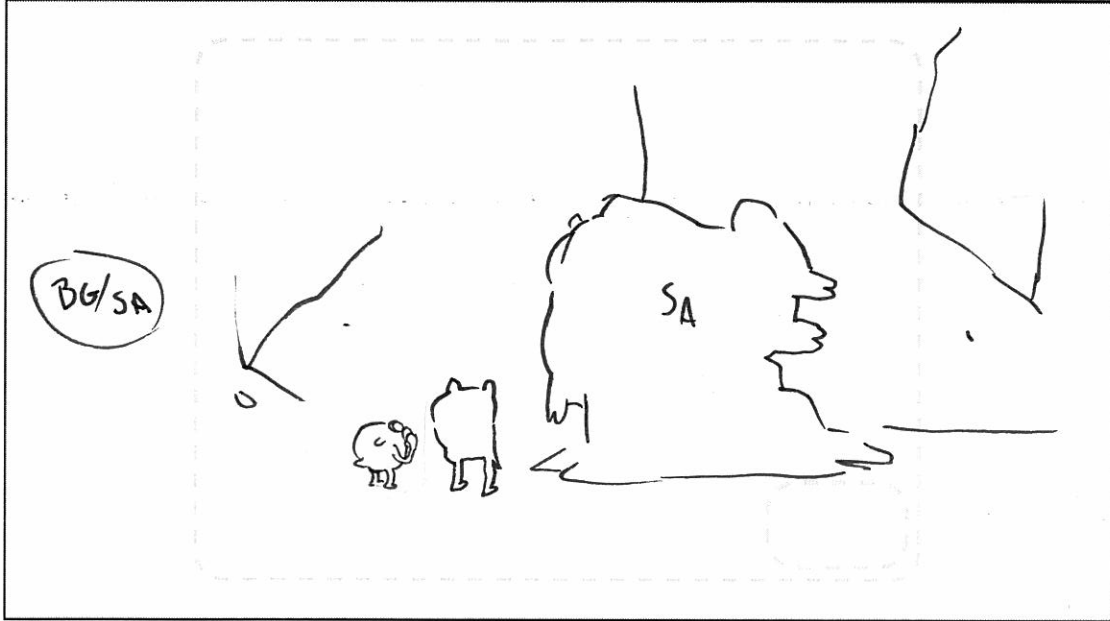


Sc. 41

Pnl. B

Bg.

day night



Sc. 41

Pnl. C

Bg.

day night



Dialog:	
(J:) BILLY WAKE UP!	(Billy:) BUHWAHOH!
Action:	
Timing:	

008104

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ADVENTURE TIME

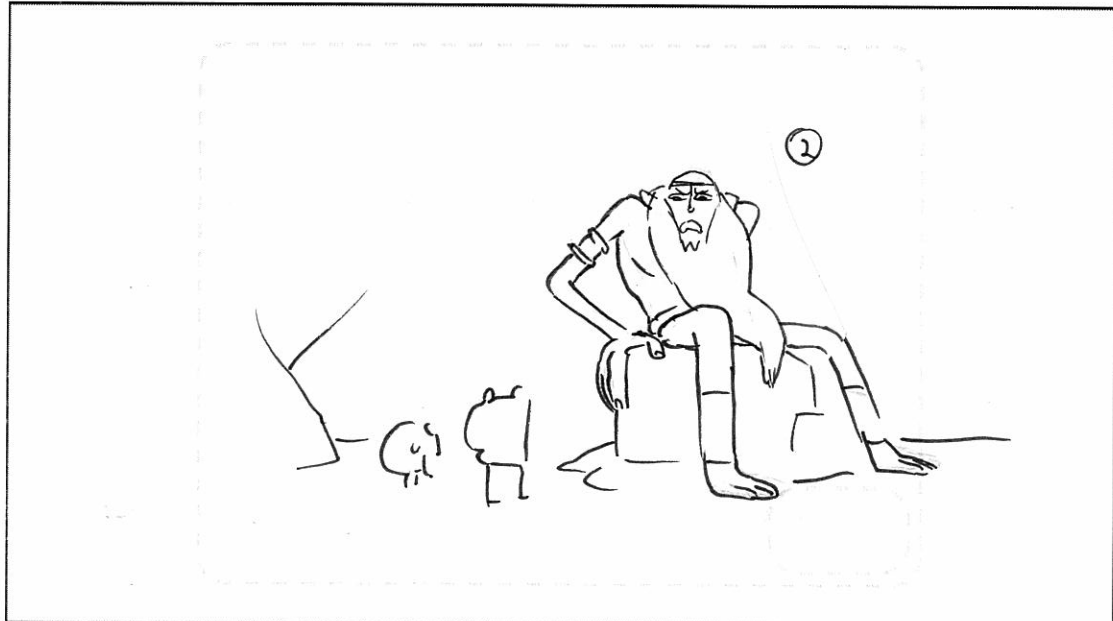


Sc. 41

Pnl. D

Bg.

day night

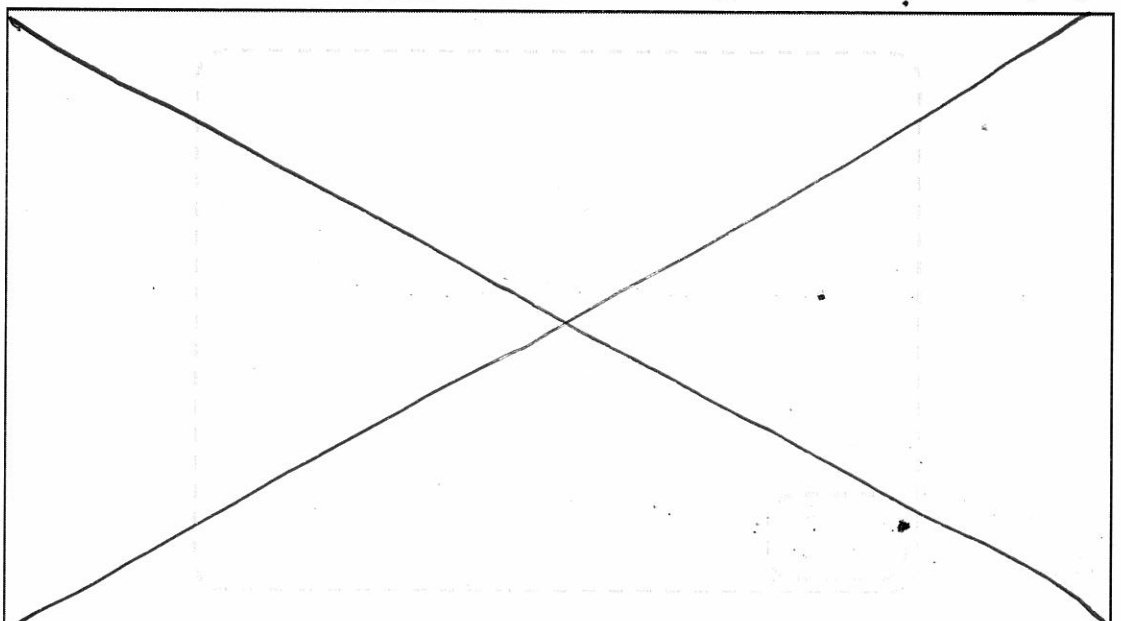


Sc.

Pnl.

Bg.

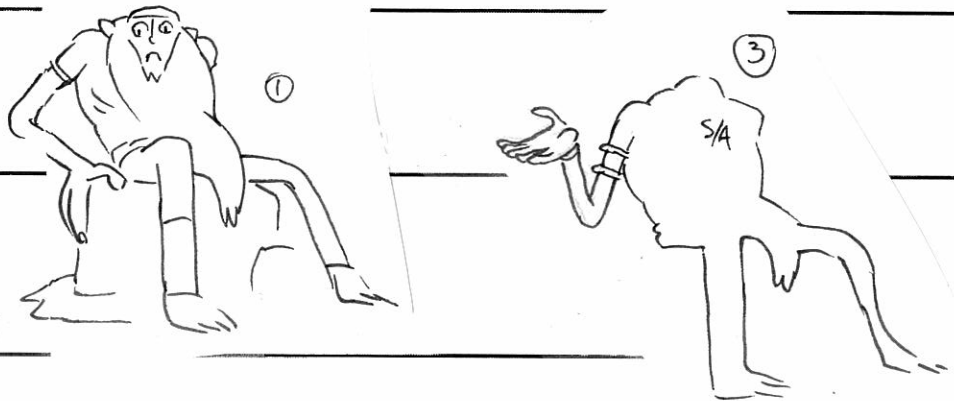
day night



Dialog:

^① BILLY: WHAT THE HECK ARE YOU GUYS
DOING IN MY CRACK? IT'S LIKE ^③
3 O'CLOCK IN THE MORNING ^②

Action:



Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

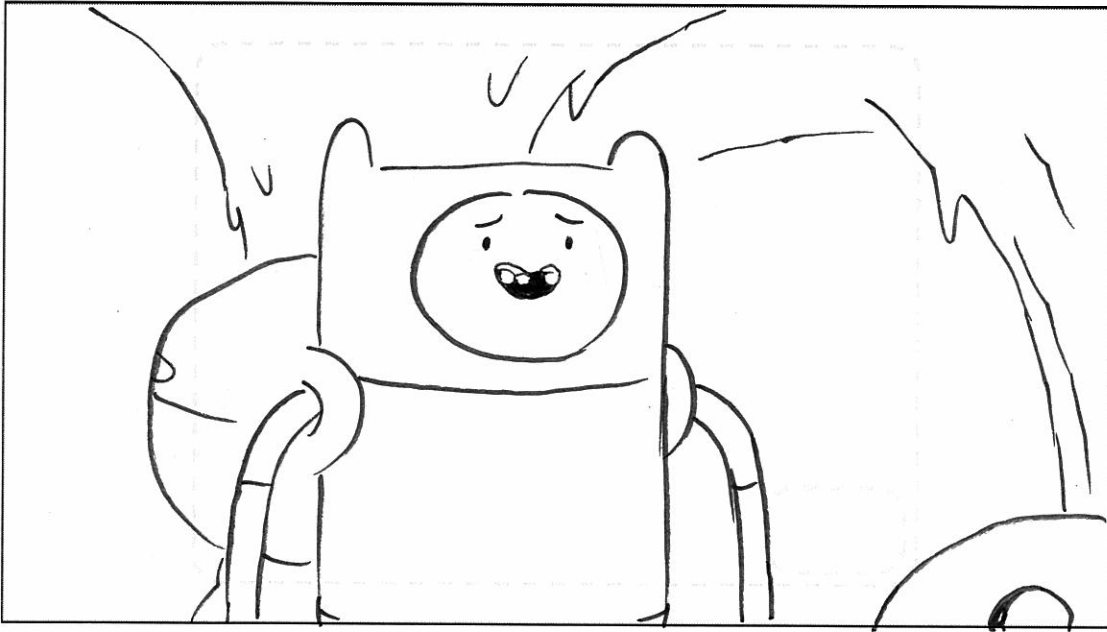


Sc. 42

Pnl. A

Bg.

day night

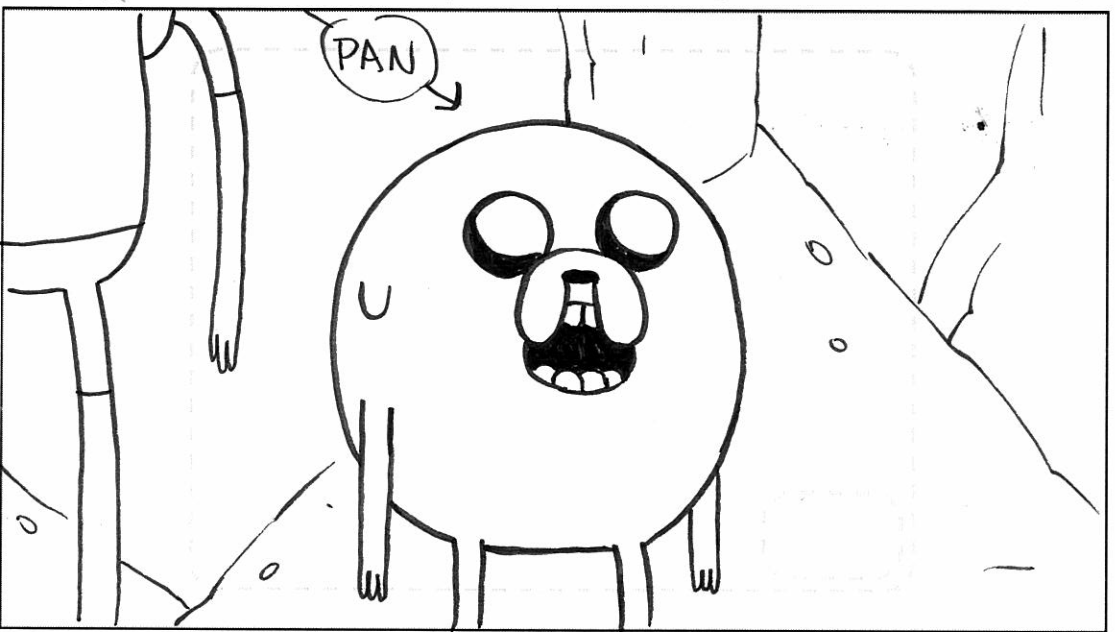


Sc. 42

Pnl. B

Bg.

day night

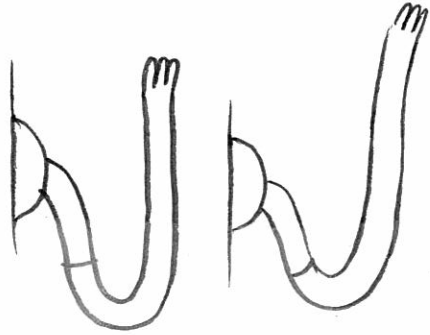


Di: (F:) (nervous) OH, YOU KNOW, JUST DROPPED
BY TO SAY HELLO, SEE WHAT YOU'RE
BEEN... UP TO

Di: (J:) WE CAME TO see IF
YOU'RE DEAD

Actio WHAT UH, HOW ARE
THESE DAYS?

Timing:



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Production :

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ADVENTURE TIME



Page 50

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night

D	A	Ti		

008104

EPISODE #

Production :

ADVENTURE TIME

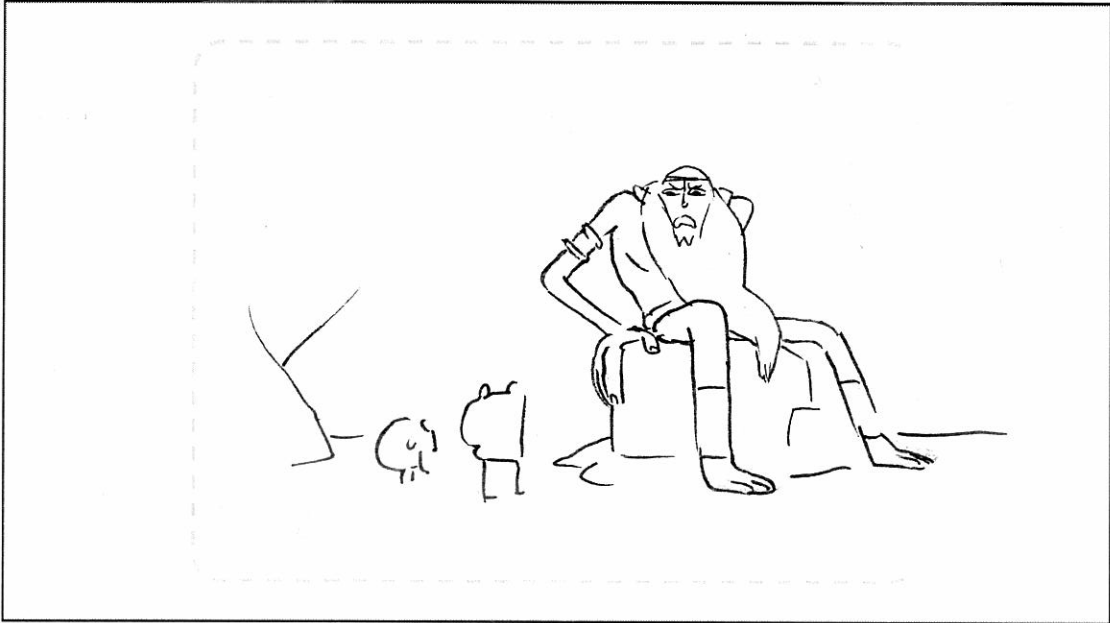


Sc. 43

Pnl. A

Bg.

day night

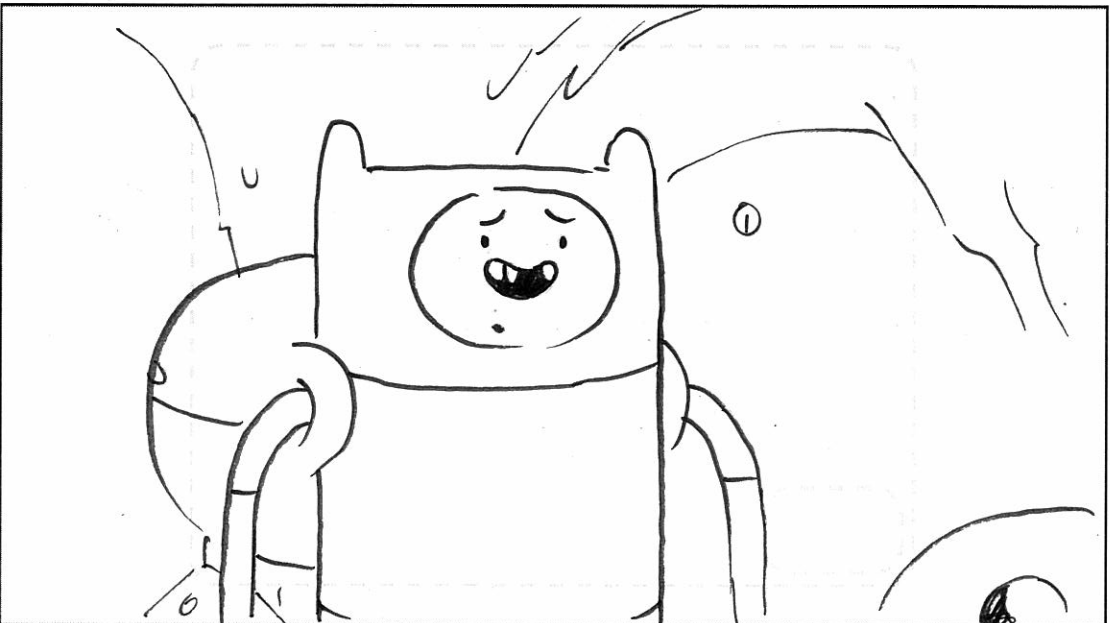


Sc. 44

Pnl. A

Bg.

day night



Dialog:

③: WHAT? WHY WOULD I BE DEAD?

Action:



Timing:

① F: ① He He Yeah ... ② Stupid
③ UMMMM ① I HAD A DREAM
ABOUT A BEAR AND A OLD LADY
AND A SNAIL AND YOU WERE
THERE AND THE SNAIL KILLED
YOU OR SOMETHING



EPISODE # 008104



ADVENTURE TIME



Sc. 45

Pnl. A

Bg.

day night



Sc. 45

Pnl. B

Bg.

day night



Dialog:	(GONG NOISE)	(Billy: GONG (Noise stops)	WAS THE COSMIC OWL THERE?
Action:	(SLOW ZOOM IN ON BILLY) (BG SHRINKS) (LIKE IN JAWS)	(CAMERA MOVE STOPS)	
Timing:			

0081046
EPISODE #
Production :

ADVENTURE TIME

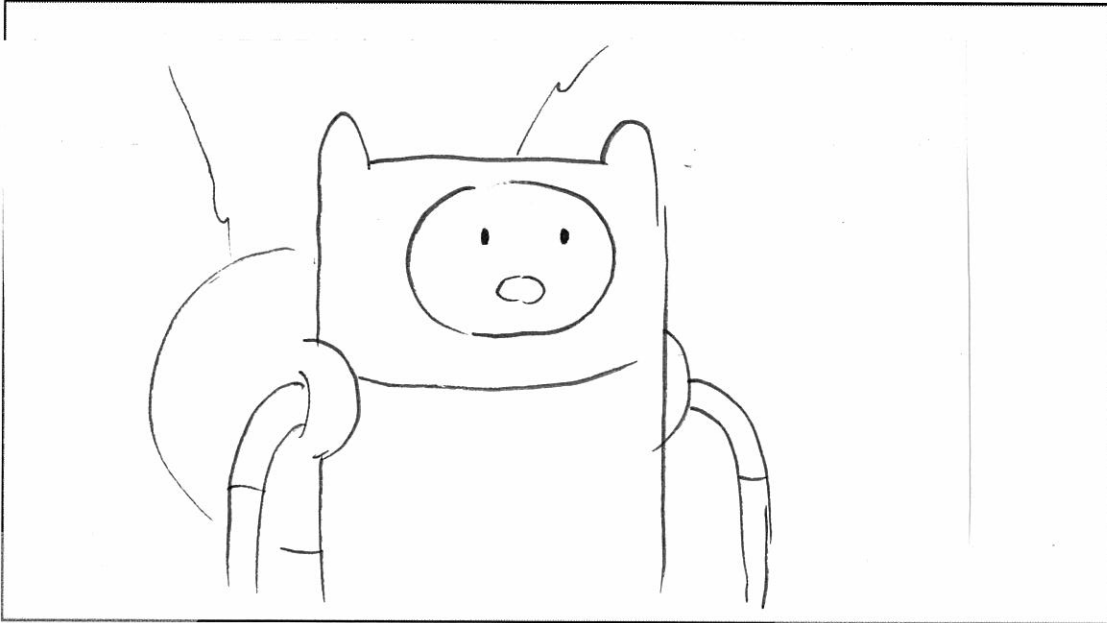


Sc. 46

Pnl. A

Bg.

day night

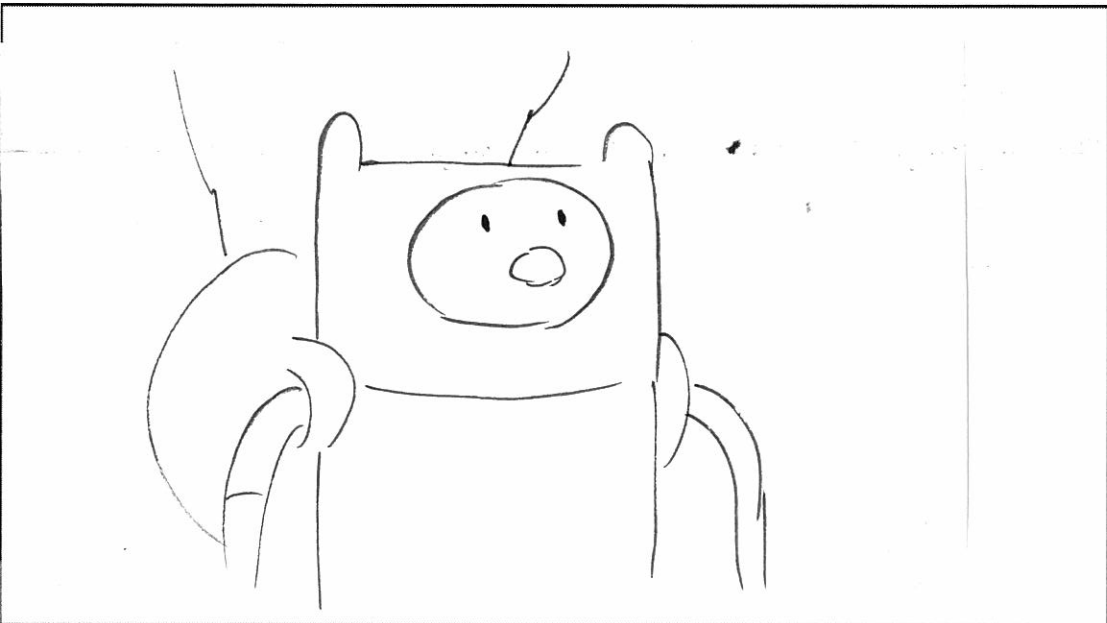


Sc. 46

Pnl. 3

Bg.

day night



Dialog:

(F:) UHH

YEAH, ON TV, DOES THAT COUNT?

Action:

Timing:

008104

EPISODE #

7

Production :

ADVENTURE TIME



Sc. 47

Pnl. A

Bg.

day night

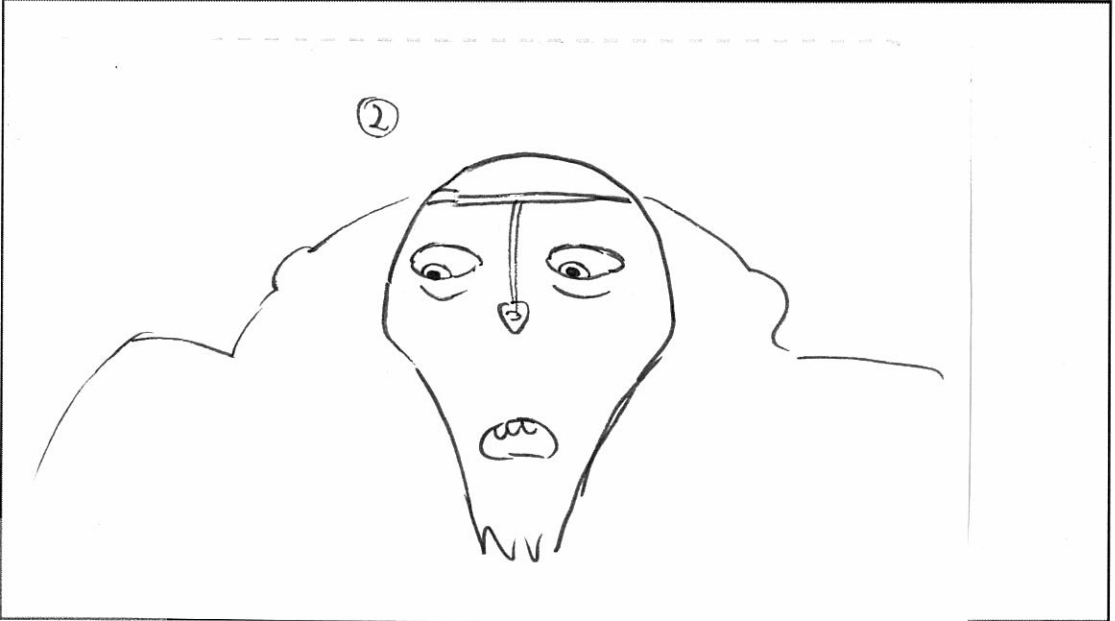


Sc. 47

Pnl. B

Bg.

day night



Dialog:	(GONG NOISE)		(B:) UH	(B:) YOUR DREAM IS AN ILL OMEN OF GRAVE SIGNIFICANCE
Action:	(SLOW ZOOM IN ON BILLY) (BG SHRINKS) (Like IN JAWS)		(SNAPS OUT OF IT)	
Timing:				

008104

EPISODE #

Production :

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ADVENTURE TIME



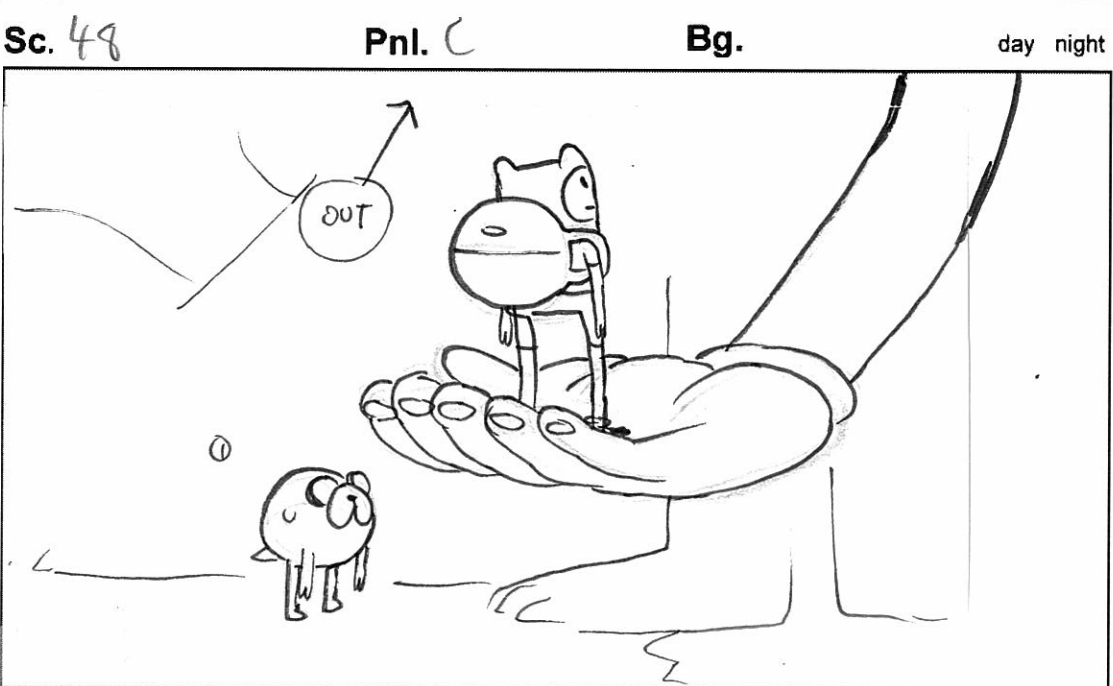
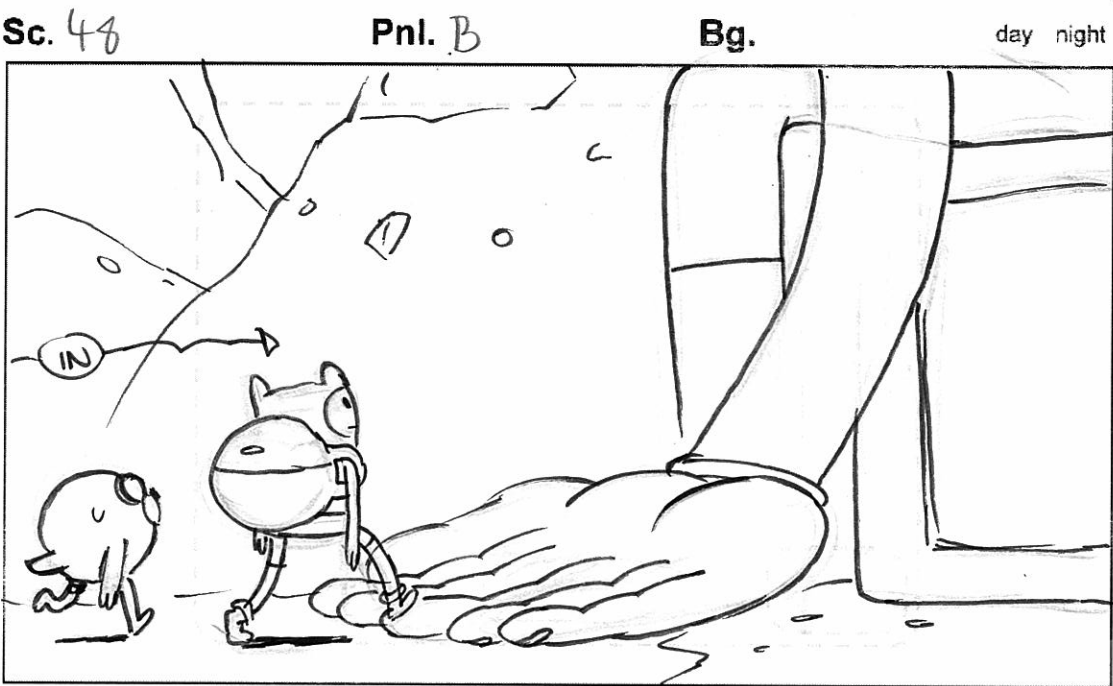
Sc.	Pnl.	Bg.	day	night

Sc. 48	Pnl. A	Bg.	day	night

Dialog:
Action:
Timing:

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ADVENTURE TIME



Dialog:

Action:

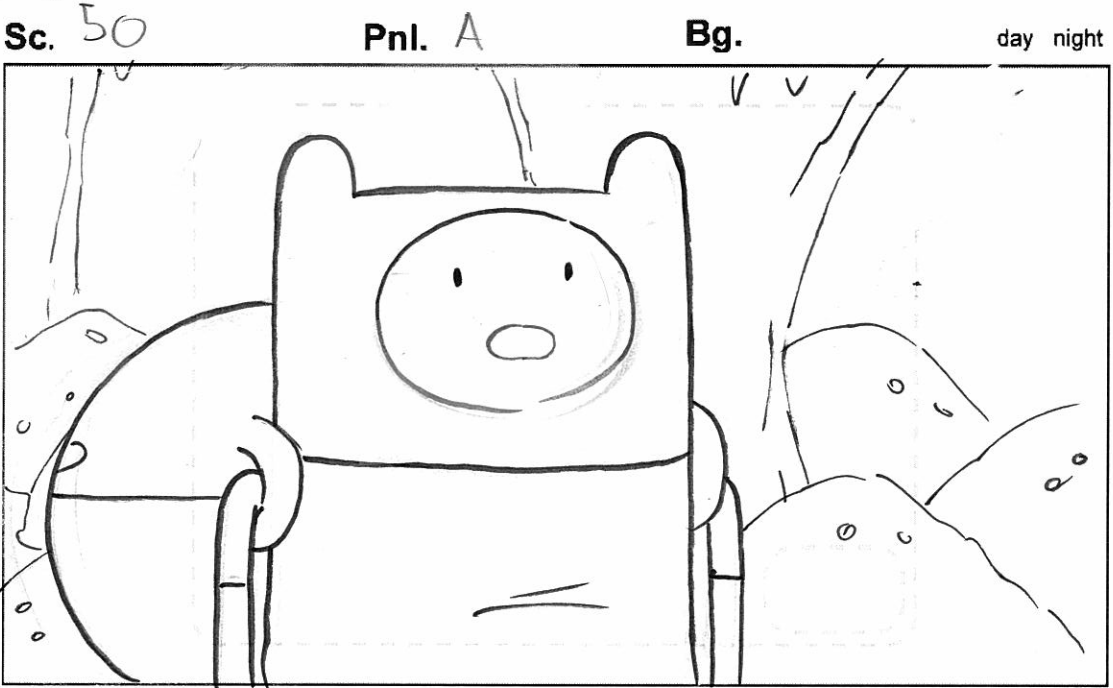
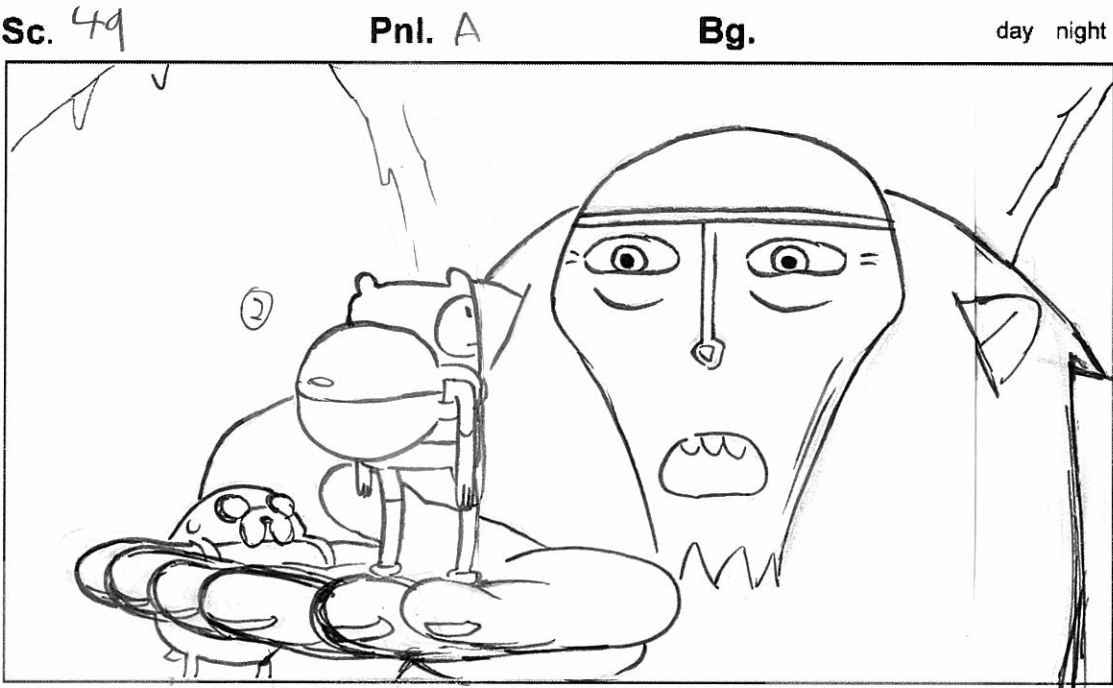
Timing:

(cycle legs)

008104
EPISODE #

Productio

ADVENTURE TIME

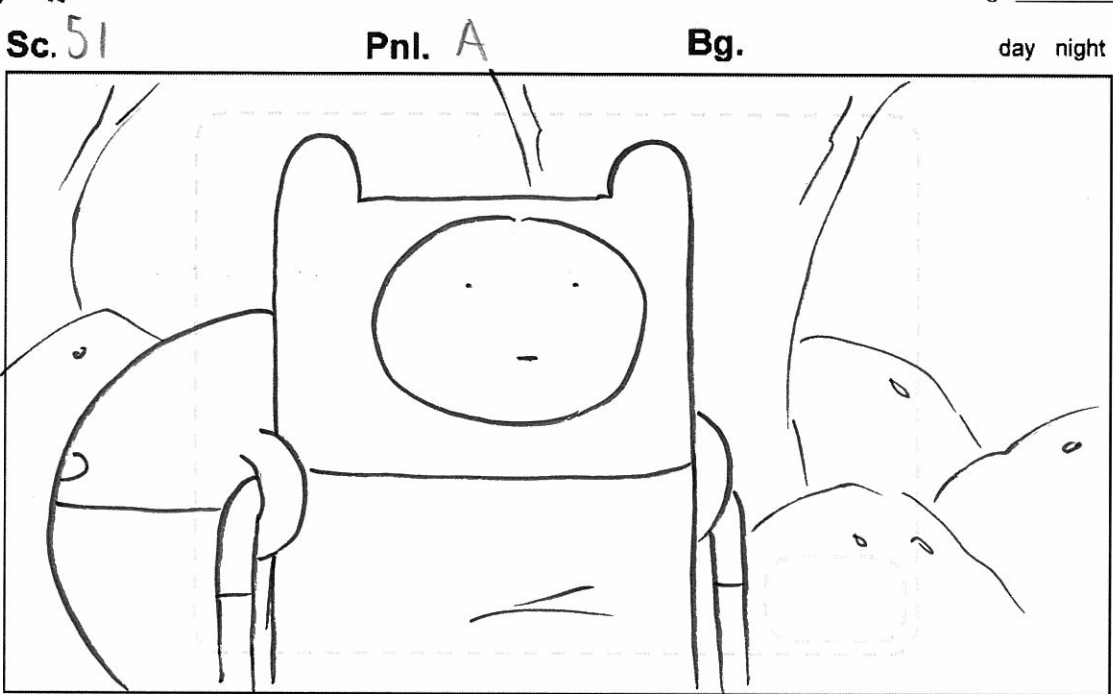
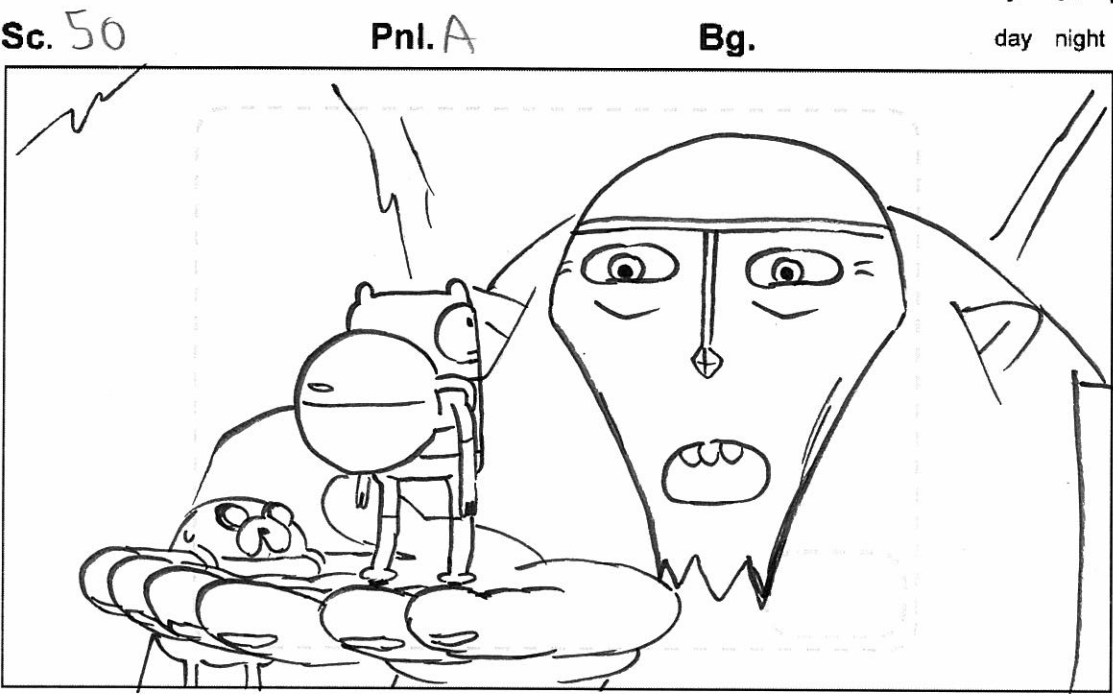


Dialog:		(B:) FINN	(F:) YEAH?
Action:			
Timing:			

EPISODE # 008104

Production :

ADVENTURE TIME

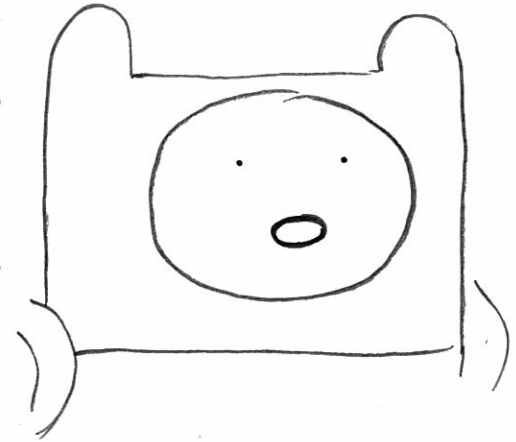


Dialog: (B:) ARE YOU READY TO COME WITH ME
ON A MISSION TO SAVE ALL LIFE
FROM THE LICH KING?

(F:) ... Yes

Action:

Timing:



008104

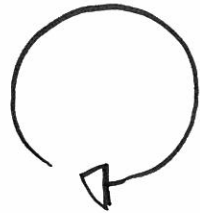
EPISODE #

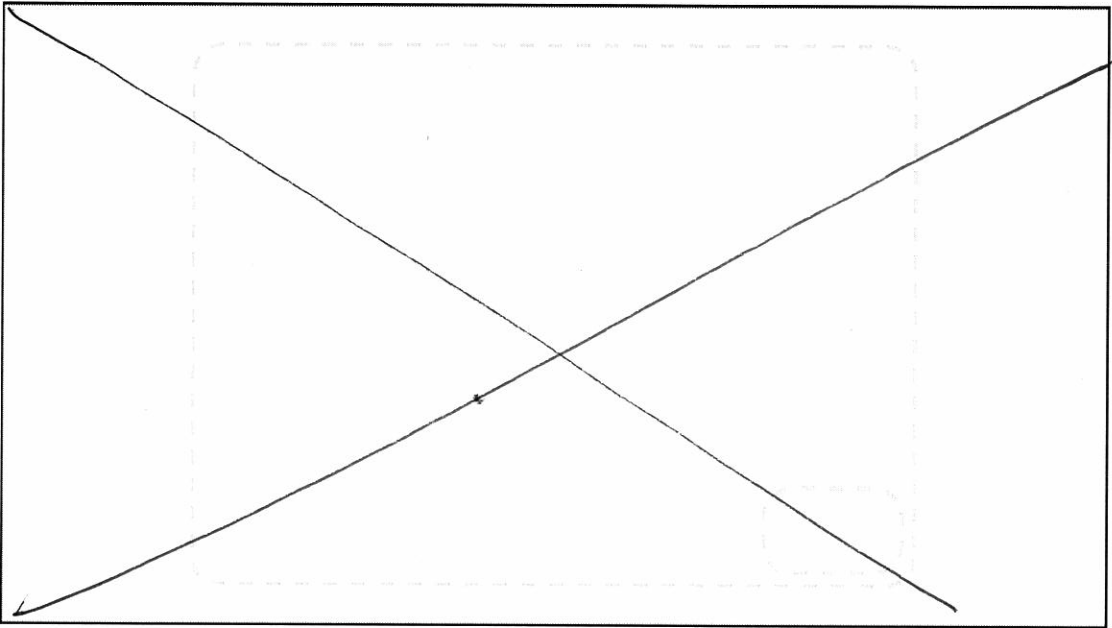
Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<div><p>WIPE</p></div>				

Sc.	Pnl.	Bg.	day	night
<div></div>				

Dialog:
Action:
Timing:

008104
3

EPISODE #

Production :

ADVENTURE TIME

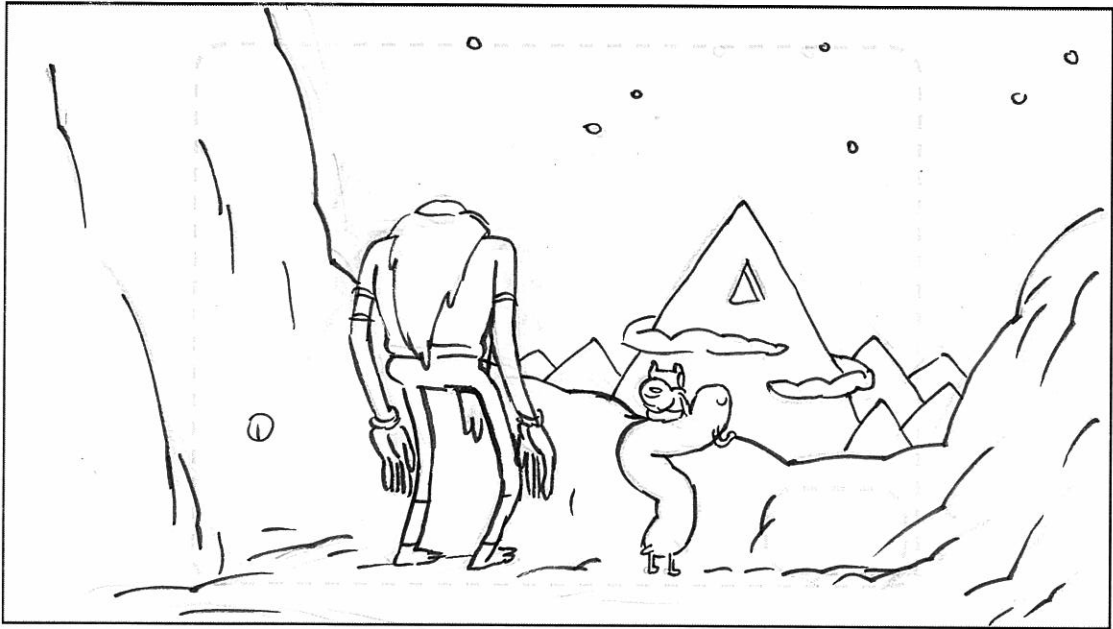


Sc. 52

Pnl. A

Bg.

day night

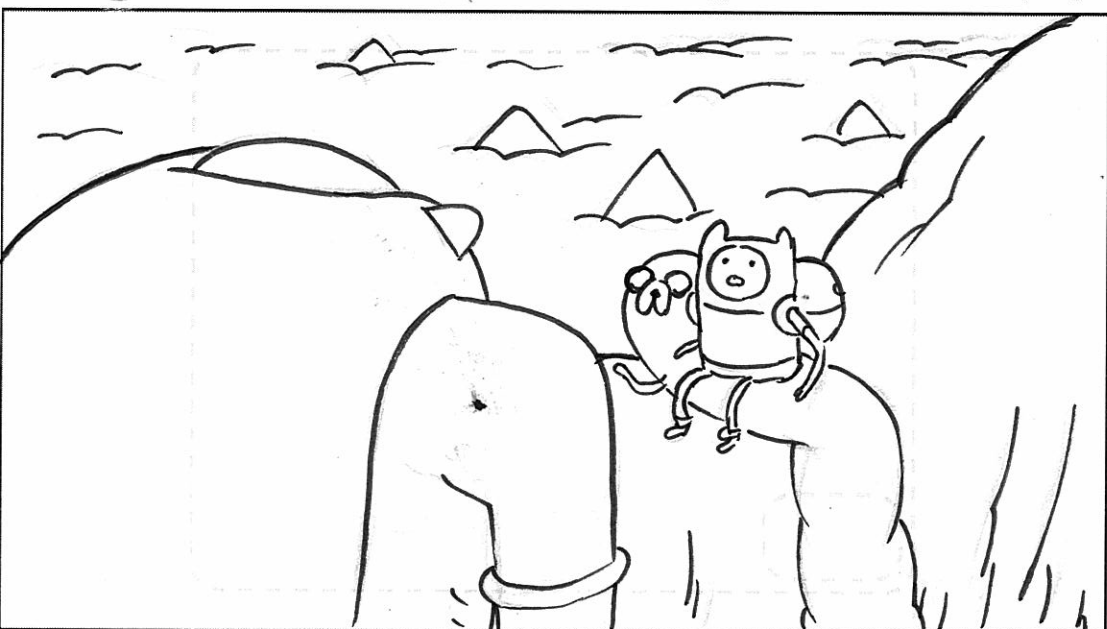


Sc. 53

Pnl. A

Bg.

day night



Dialog:	(F:) WAIT SO WE HAVE TO SNATCH THE GEMS OUT OF ALL THE CROWNS OF POWER?
Action:	
Timing:	



008104
14
EPISODE #

Production :

ADVENTURE TIME



Sc. 54

Pnl. A

Bg.

day night



Sc. 55

Pnl. A

Bg.

day night



Dialog:

(BILLY:) THAT'S RIGHT

(J:) COOL

Action:

Timing:



008104

EPISODE #

ADVENTURE TIME

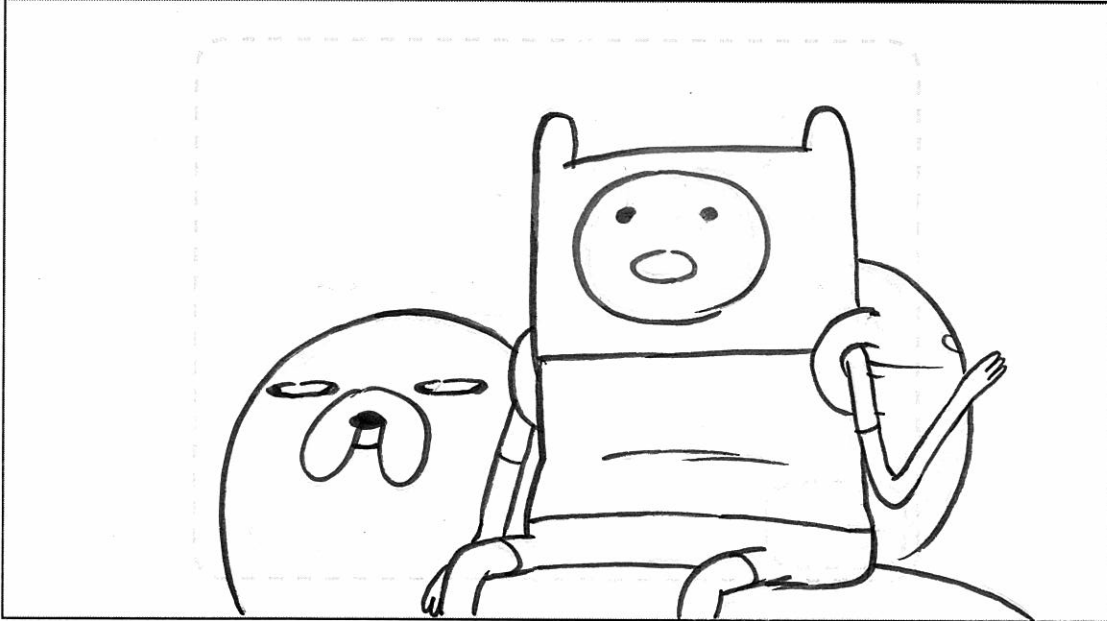


Sc. 56

Pnl. A

Bg.

day night



Sc. 57

Pnl. A

Bg.

day night



Dialog:

(F:) BUT WHY DO WE HAVE TO SNATCH 'EM?
CAN'T WE JUST ASK 'EM ... FOR 'EM?

Action:

Timing:

(B:) NO TIME, THE FATE
OF THE WORLD HANGS
IN THE BALANCE.

EPISODE # 008104

Production :

ADVENTURE TIME

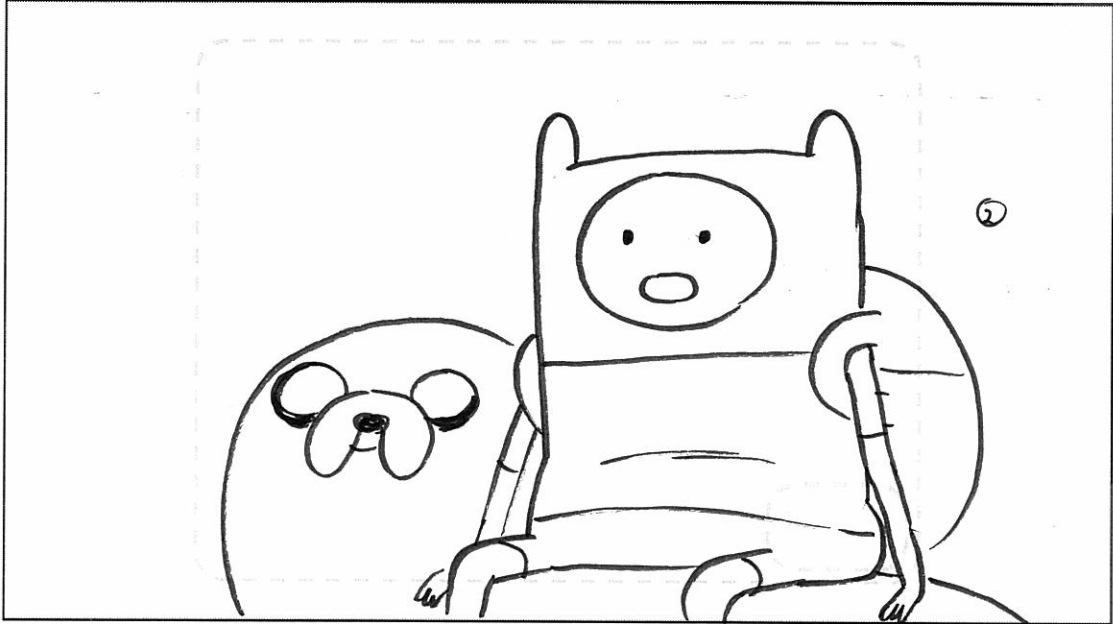


Sc. 58

Pnl. A

Bg.

day night



Sc. 59

Pnl. A

Bg.

day night



Dialog:

(F:) ¹ OH YEAH I FORGOT

Action:



Timing:

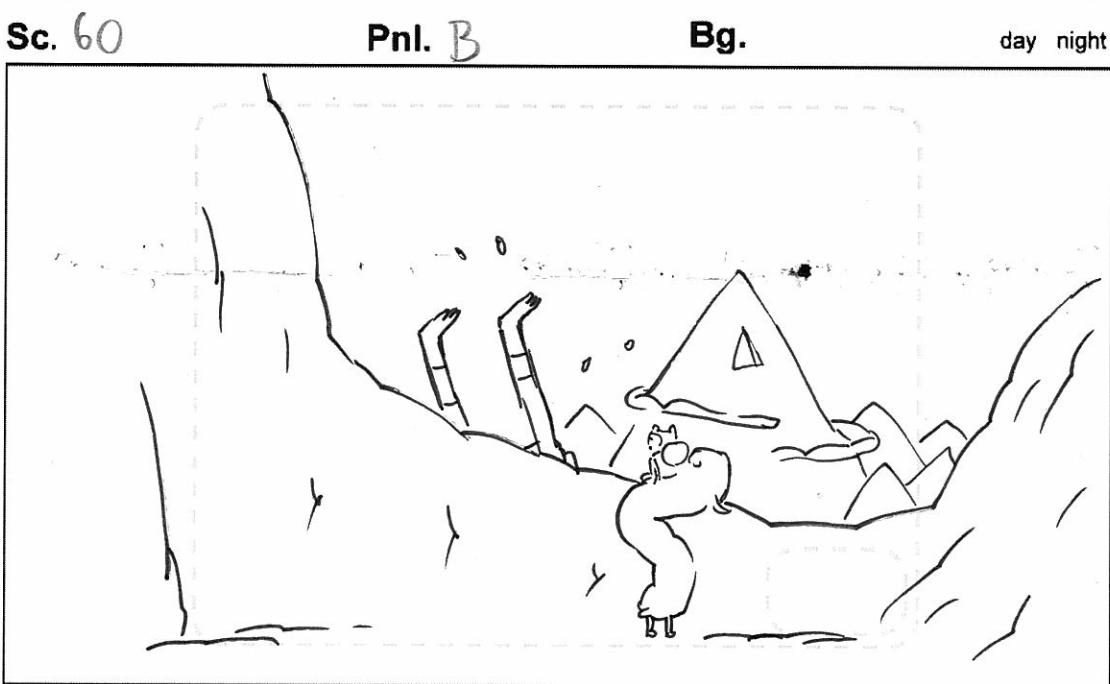
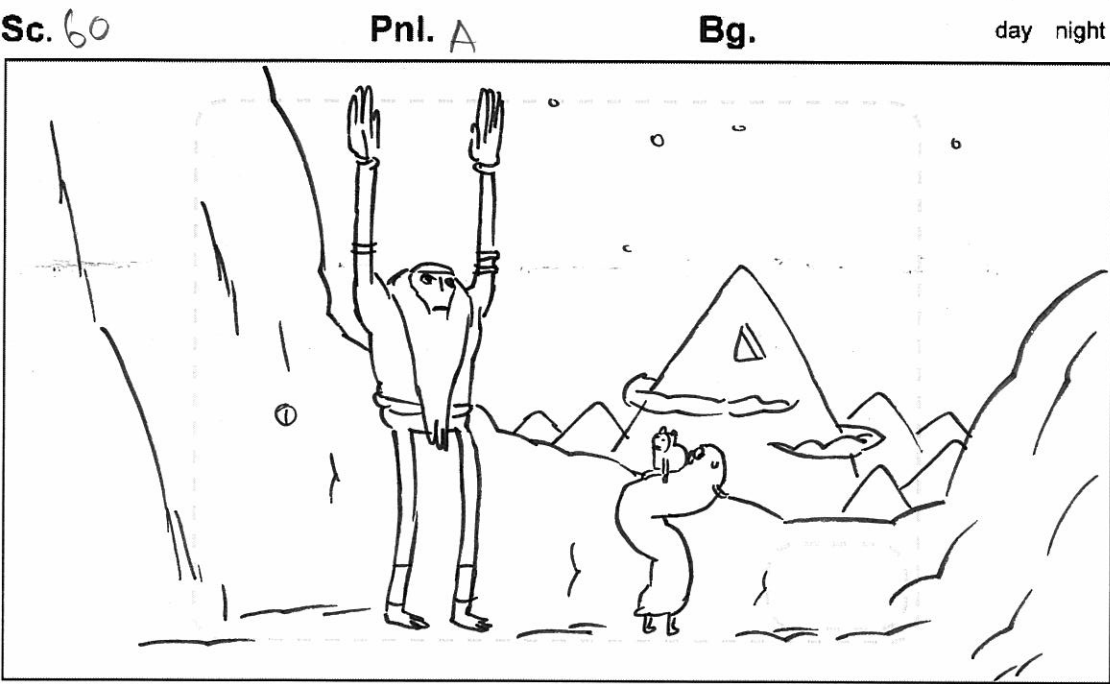
(2)



008104
17
EPISODE #

Production :

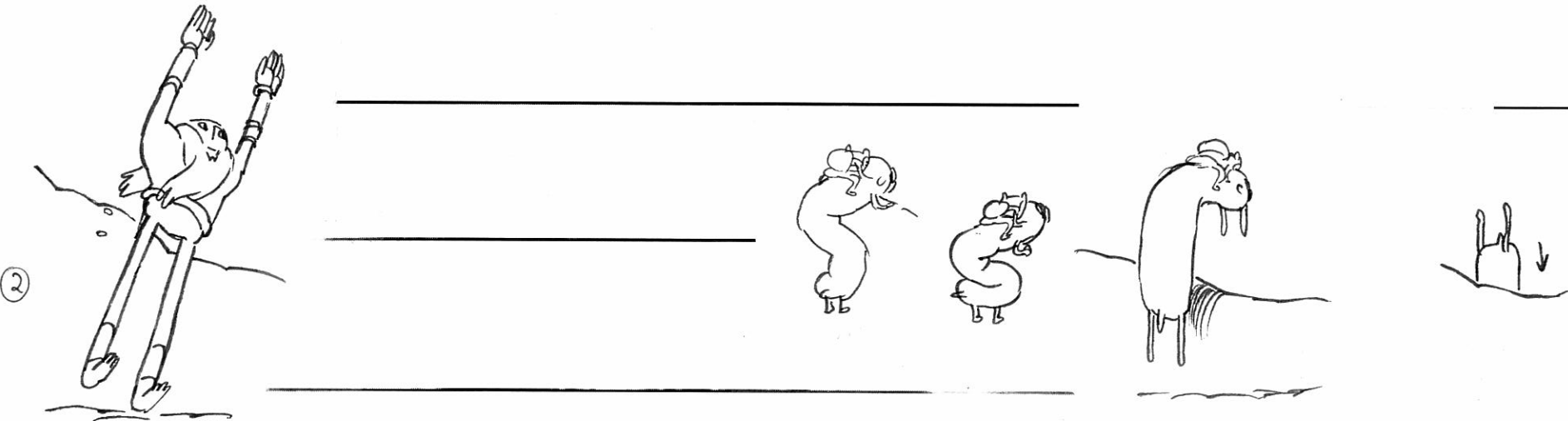
ADVENTURE TIME



Dialog:

Action:

Timing:



EPISODE #

Production :

008104

ADVENTURE TIME

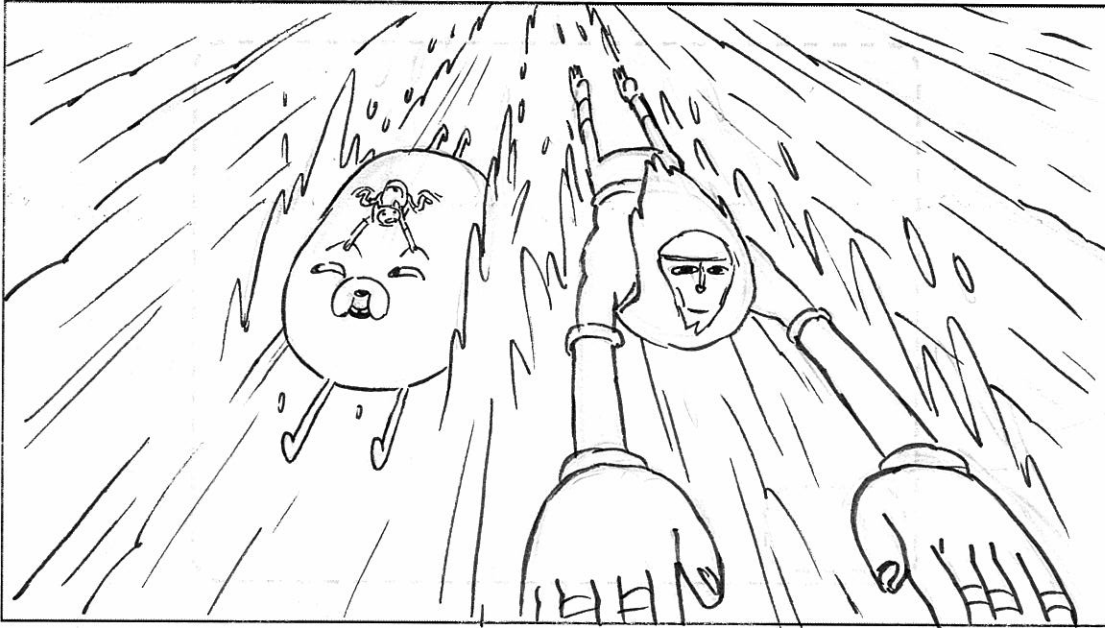


Sc. 61

Pnl. A

Bg.

day night

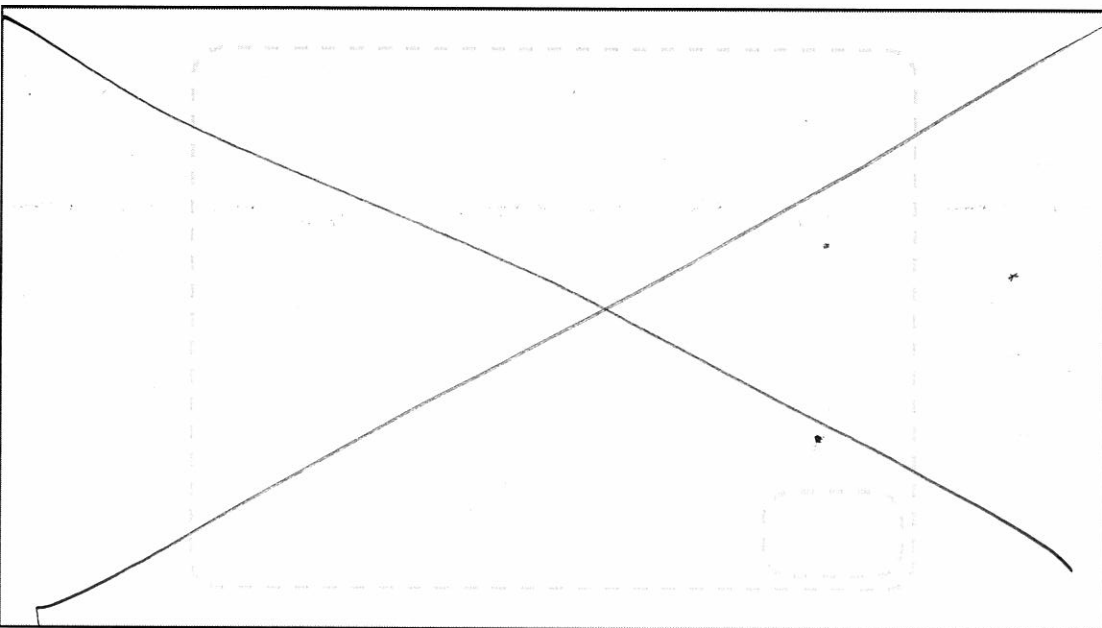


Sc.

Pnl.

Bg.

day night



Dialog:
♪ MONTAGE MUSIC STARTS
Action:
Timing:

008104
EPISODE #
Production :

ADVENTURE TIME



Sc. 62

Pnl. A

Bg.

day night



Sc. 62

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

FINN'S ARMS ENTER (IN)

008104

EPISODE #

Production :

ADVENTURE TIME

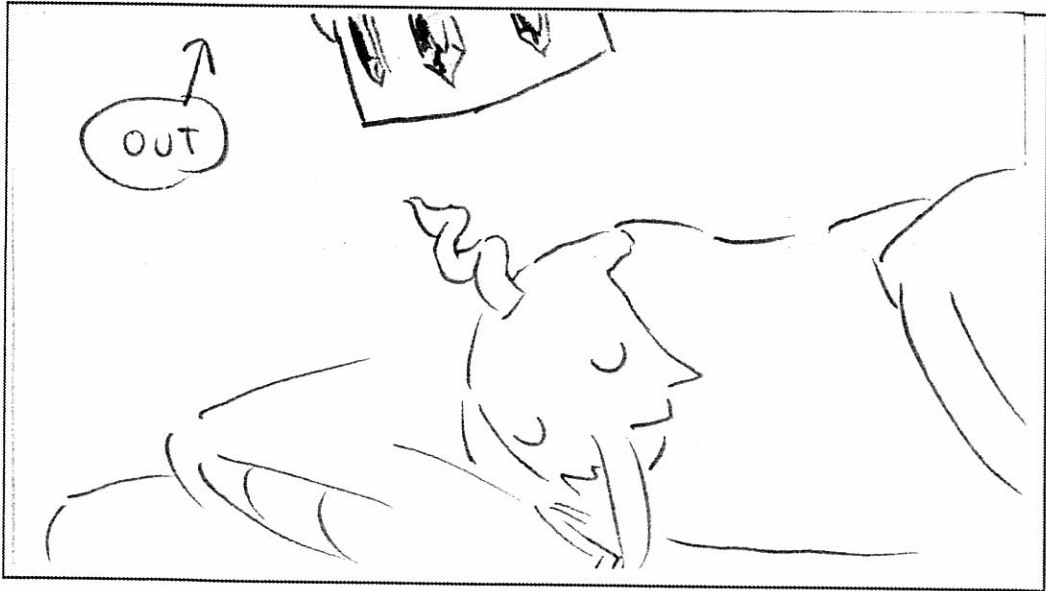


Sc. 62

Pnl. C

Bg.

day night



Sc. 62

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 008104

Production :

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ADVENTURE TIME



Page 68
day night

Sc. 62

Pnl. E

Bg.

day night



Sc. 62

Pnl. F

Bg.

day night



Dialog:

⤴
WIPE

Action:

Timing:

EPISODE #

Production :

008104
22

ADVENTURE TIME

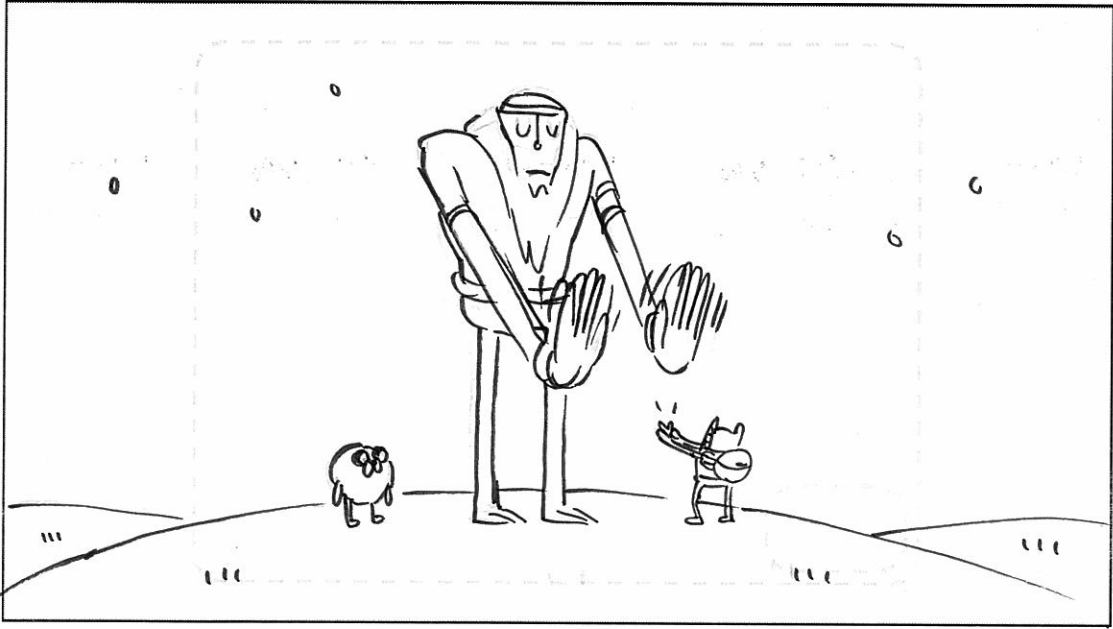


Sc. 63

Pnl. A

Bg.

day night

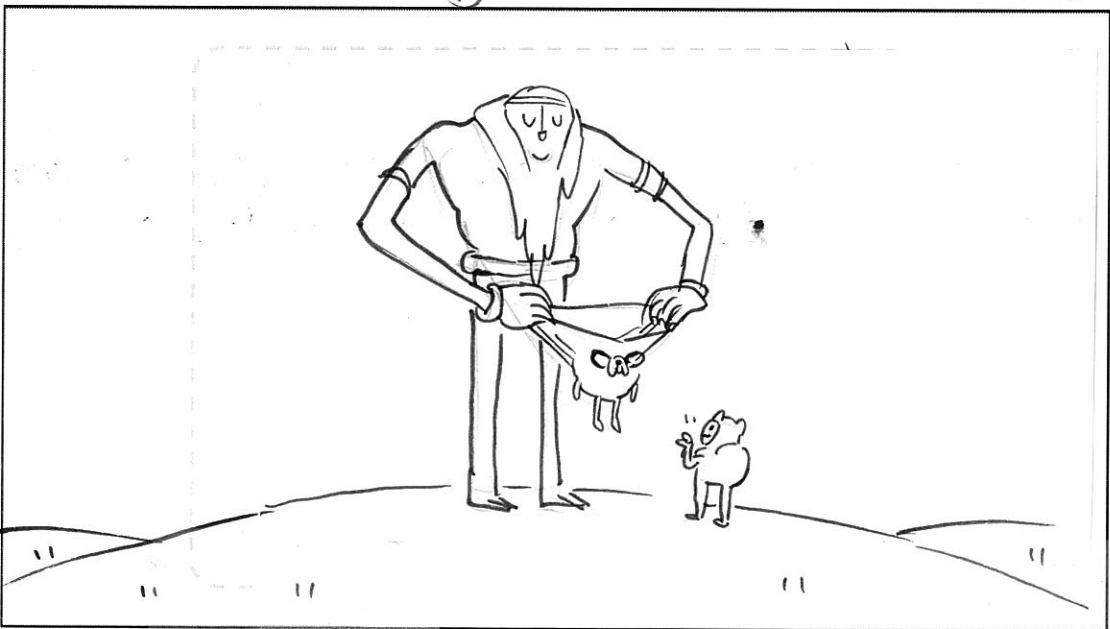


Sc. 63

Pnl. B

Bg.

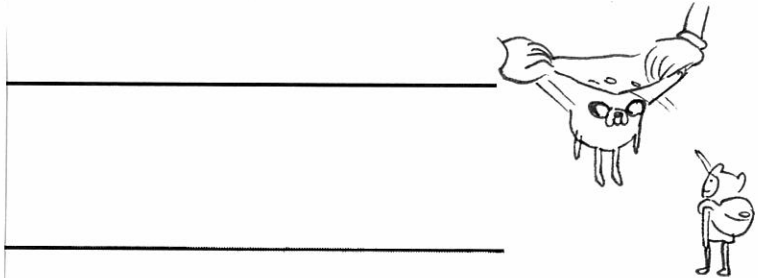
day night



Dialog:

Action:

Timing:

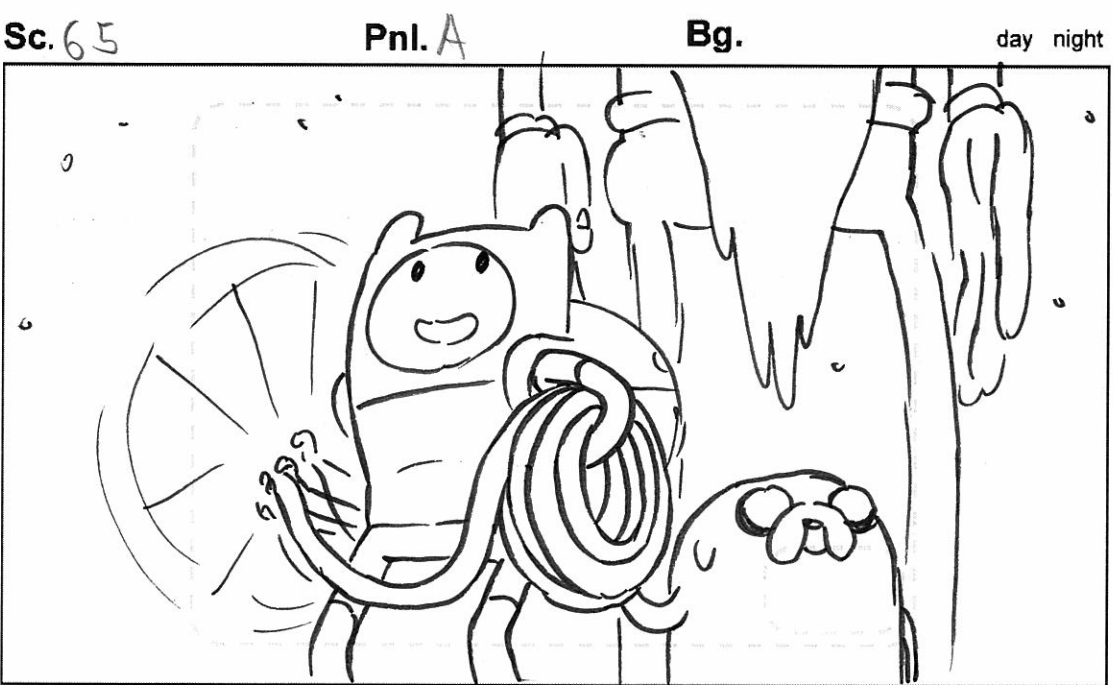
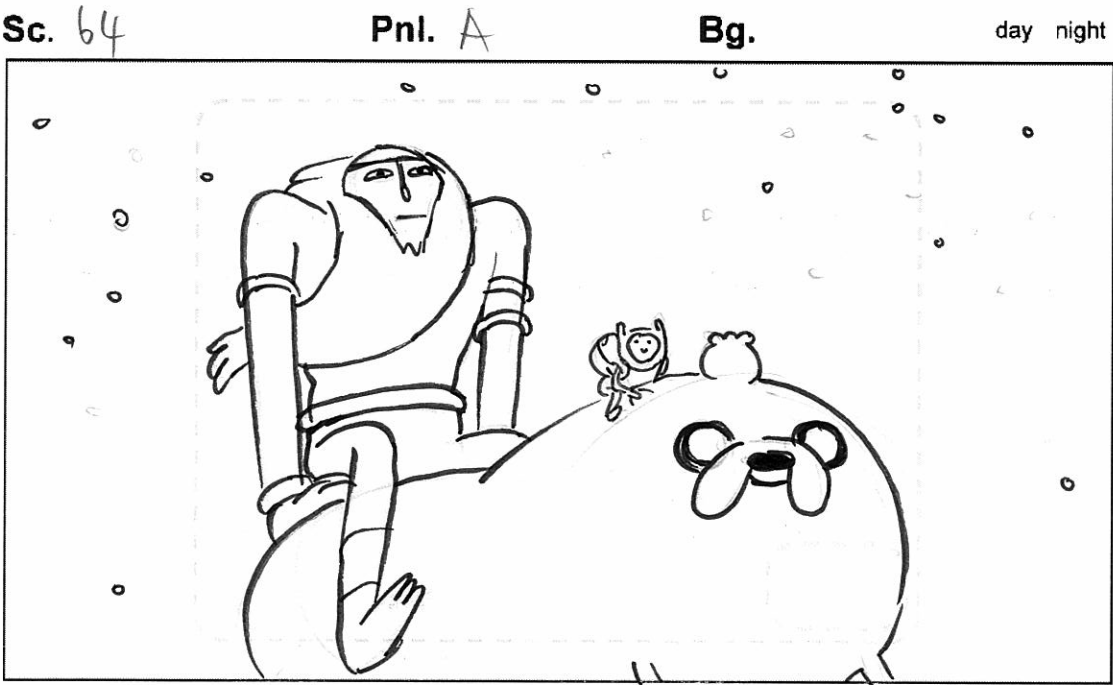


008104

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

(JAKE RUNNING, BIG STRIDES)

ADVENTURE TIME



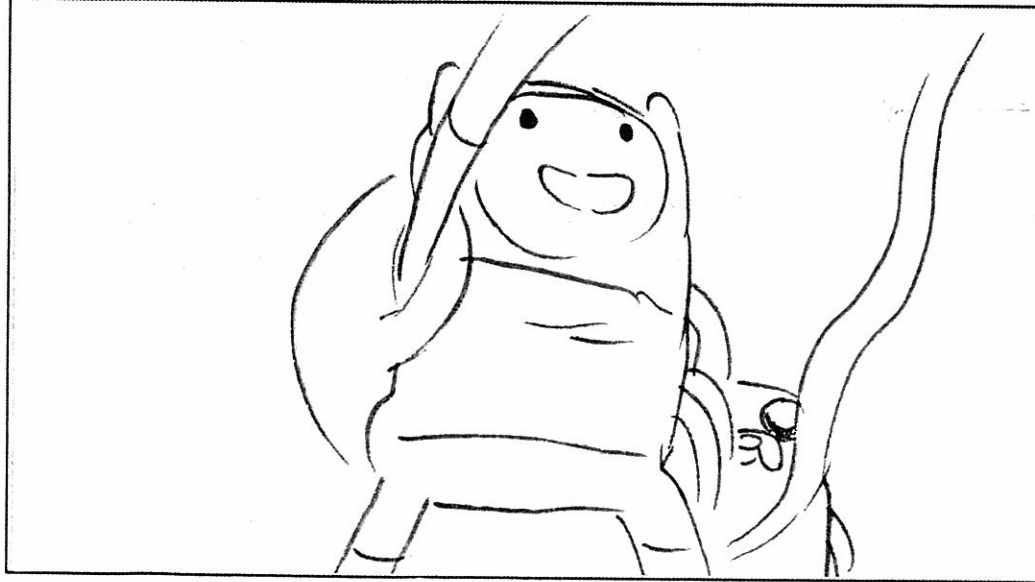
Page 71

Sc. 65

Pnl. B

Bg.

day night

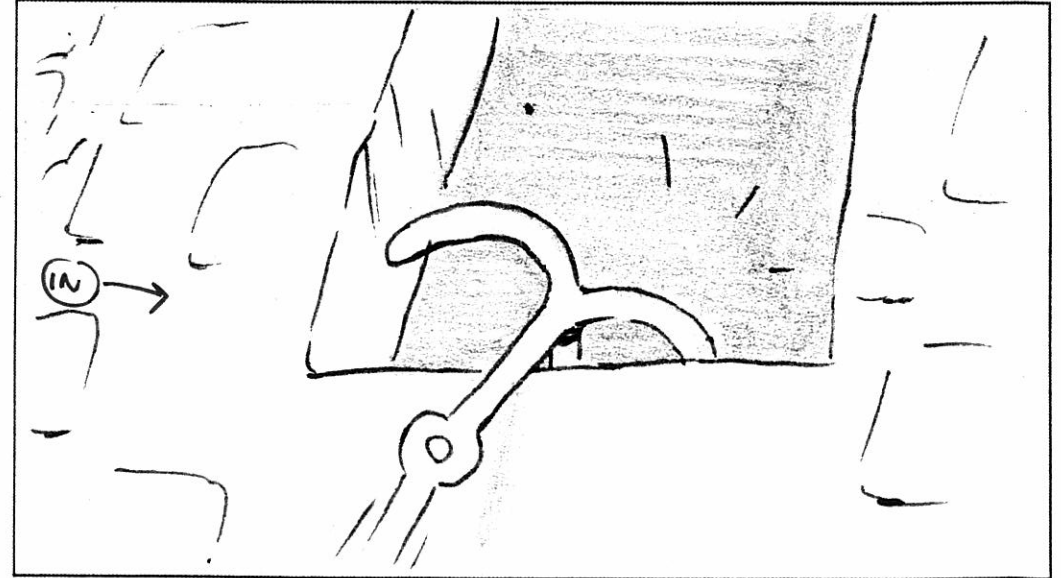


Sc. 66

Pnl. A

Bg.

day night



Dialog:

* WOOSH

* CLINK

Action:

Timing:

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008104

25

EPISODE #

Production :

ADVENTURE TIME

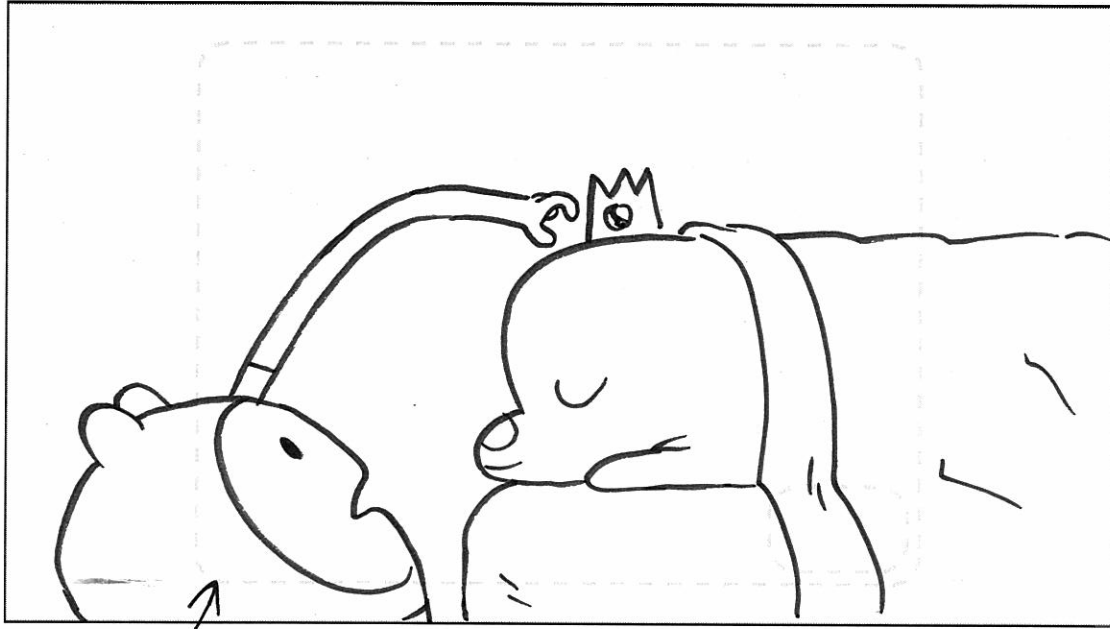


Sc. 67

Pnl. A

Bg.

day night



Dialog:

IN

Action:

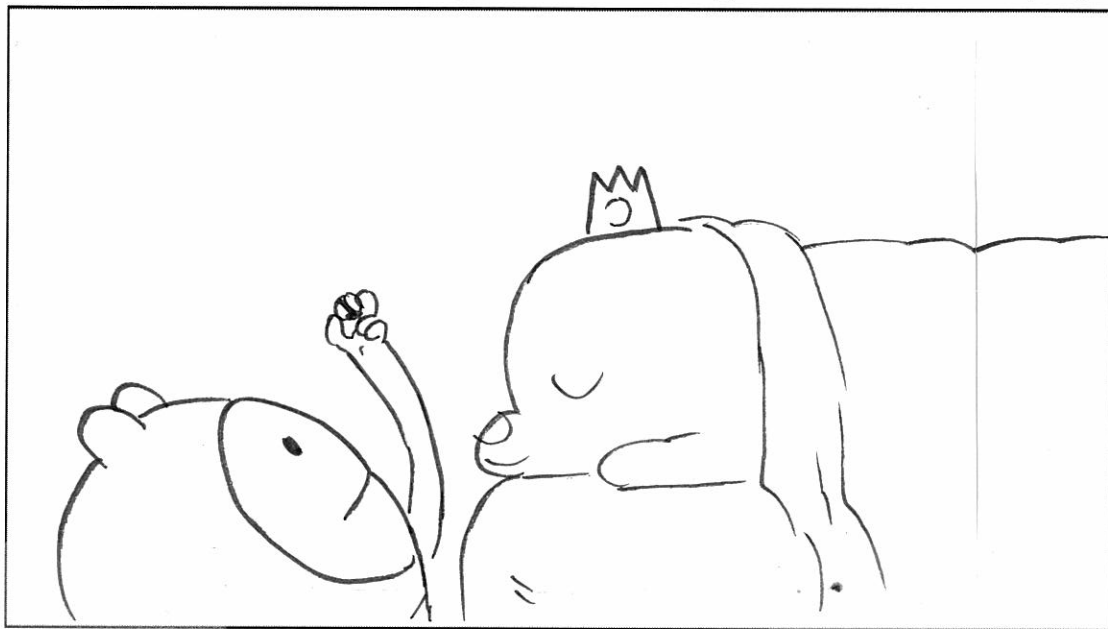
Timing:

Sc. 67

Pnl. B

Bg.

day night



EPISODE # 008104

Production :

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ADVENTURE TIME



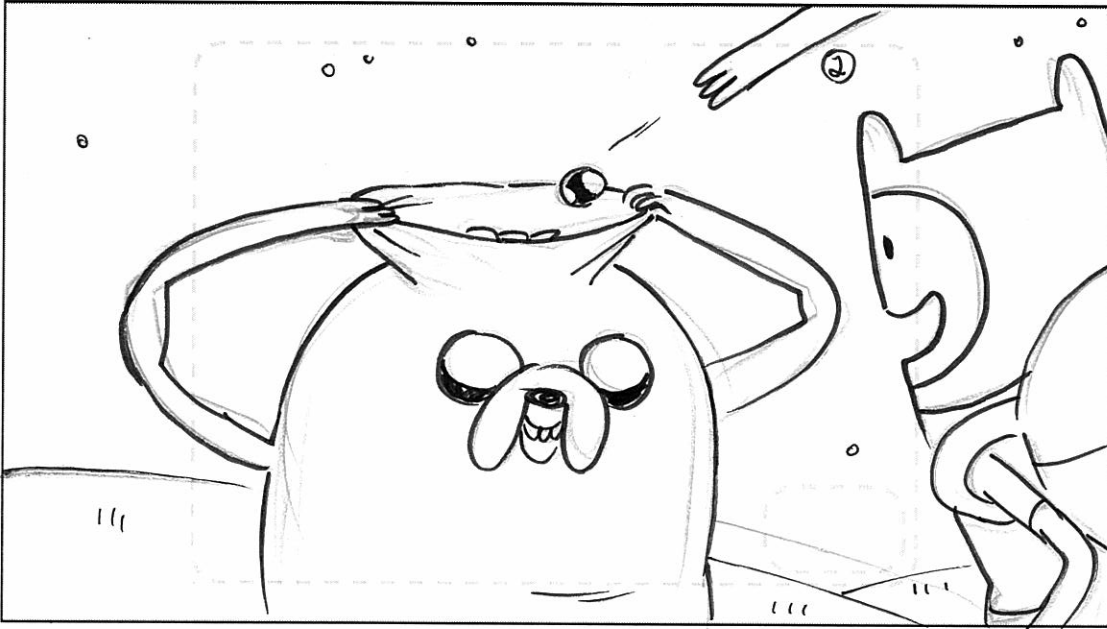
Page 73

Sc. 68

Pnl. A

Bg.

day night

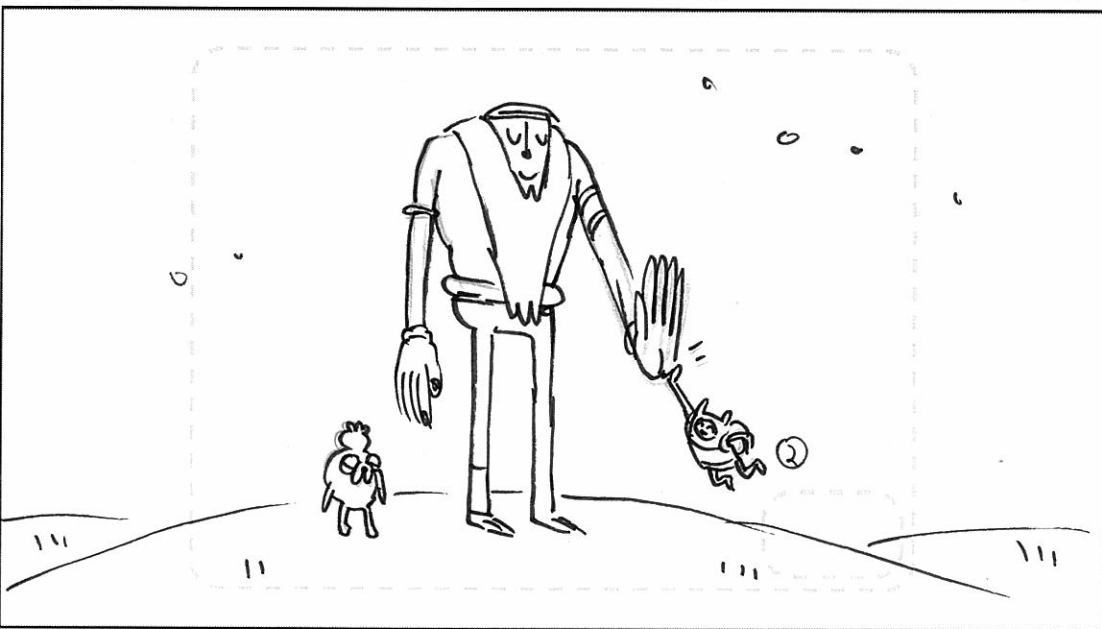


Sc. 69

Pnl. A

Bg.

day night



Dialog:	* CLINK!	
Action:		
Timing:		

008104
EPISODE #
Production :

ADVENTURE TIME

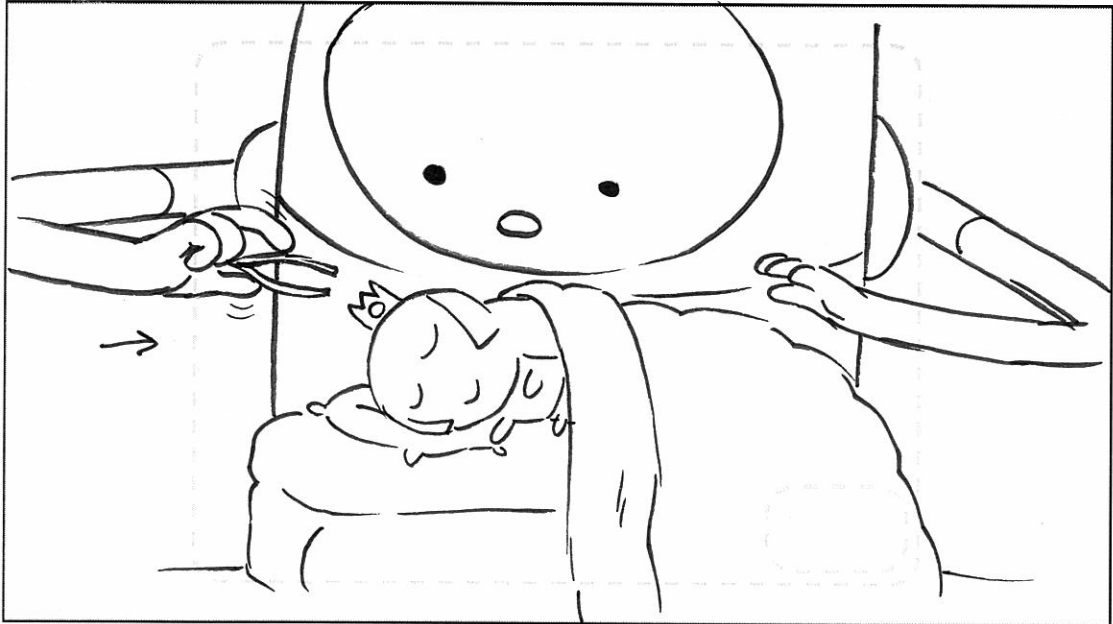


Sc. 70

Pnl. A

Bg.

day night



Sc. 71

Pnl. A

Bg.

day night



Dialog:	(J) RRR !
Action:	
Timing:	

EPISODE # 008104
28
Production :

ADVENTURE TIME

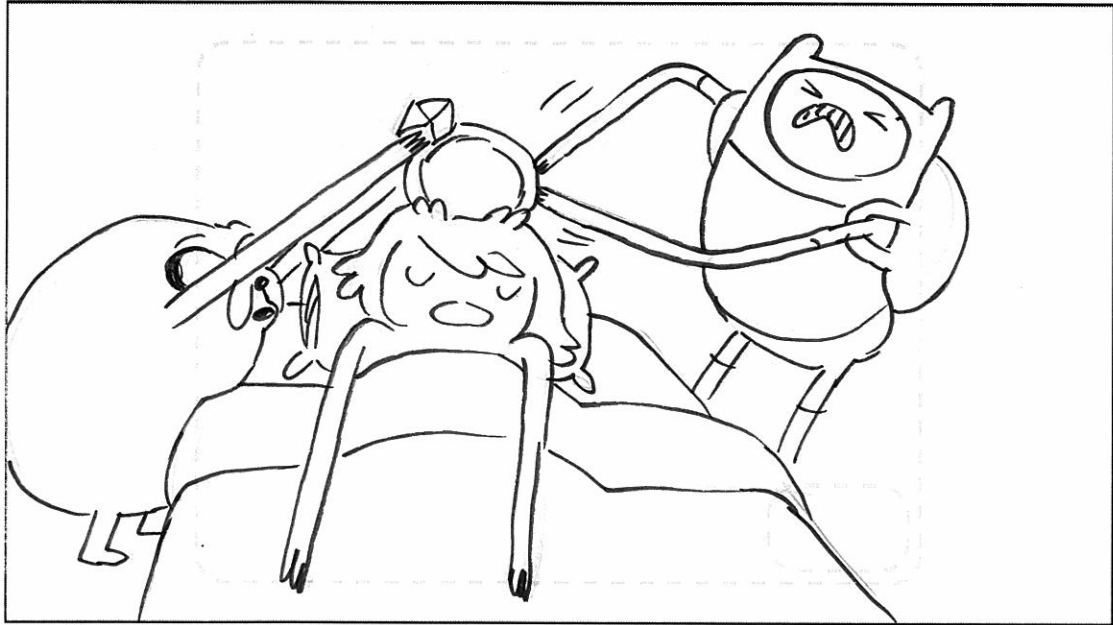


Sc. 71

Pnl. B

Bg.

day night

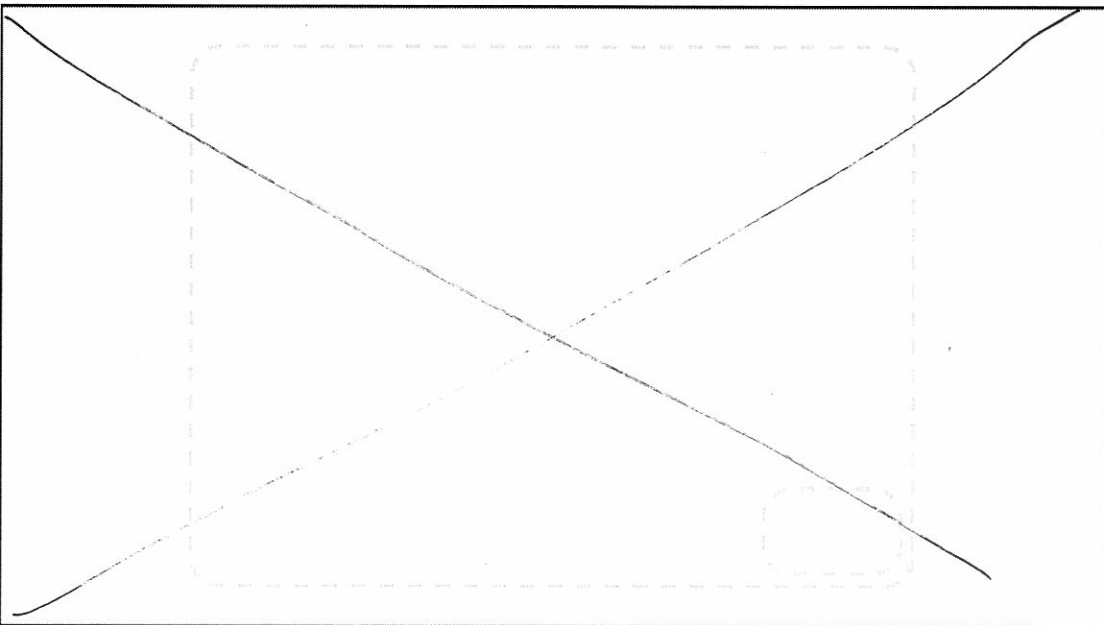


Sc.

Pnl.

Bg.

day night



Dialog:

(F:) RRRR!

Action:

(cycle) ADJ BACK + FORTH

Timing:

EPISODE # 008104
Production :

ADVENTURE TIME



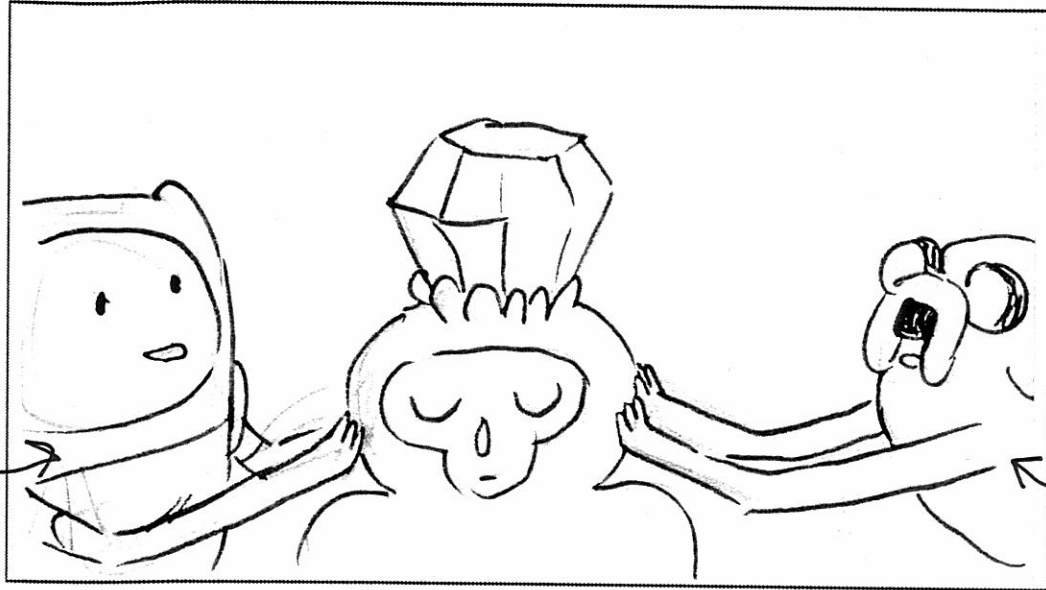
Page 76

Sc. 72

Pnl. A

Bg.

day night

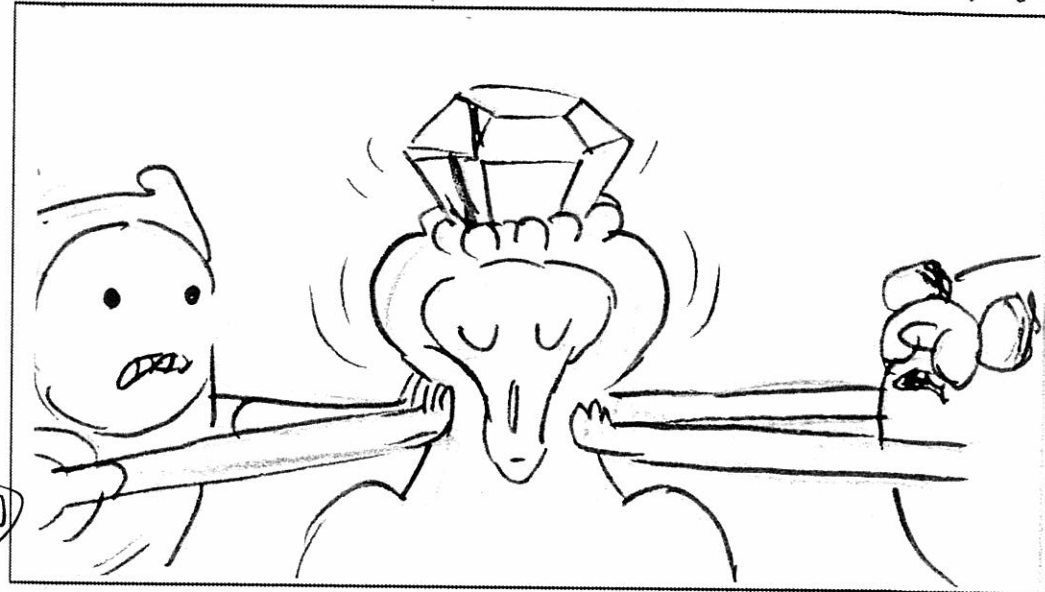


Sc. 72

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

008104

30

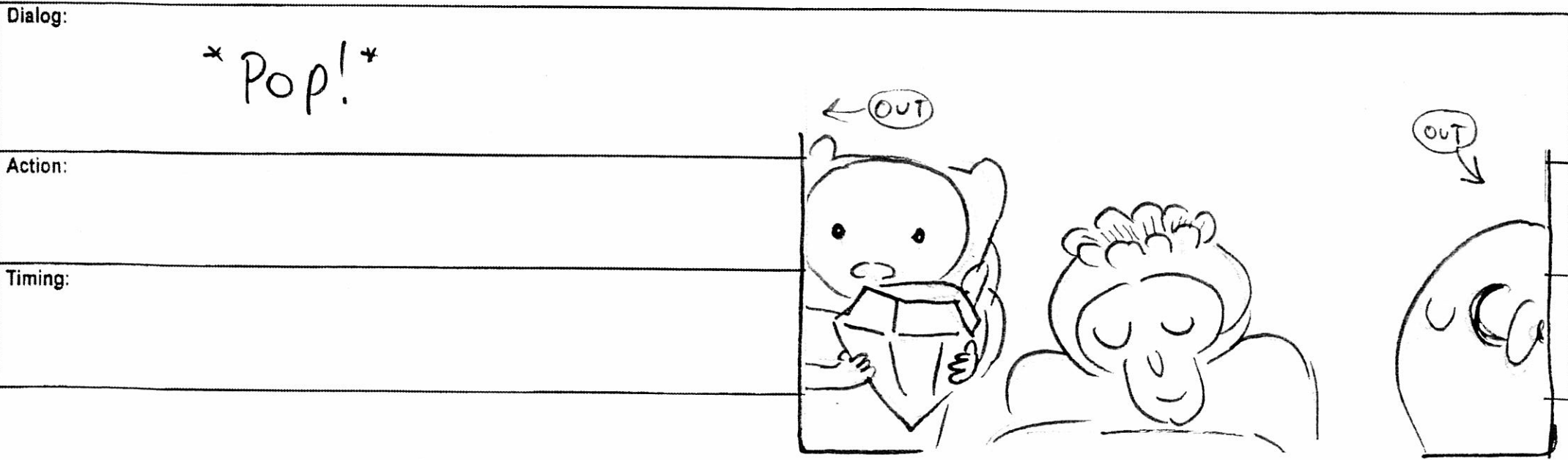
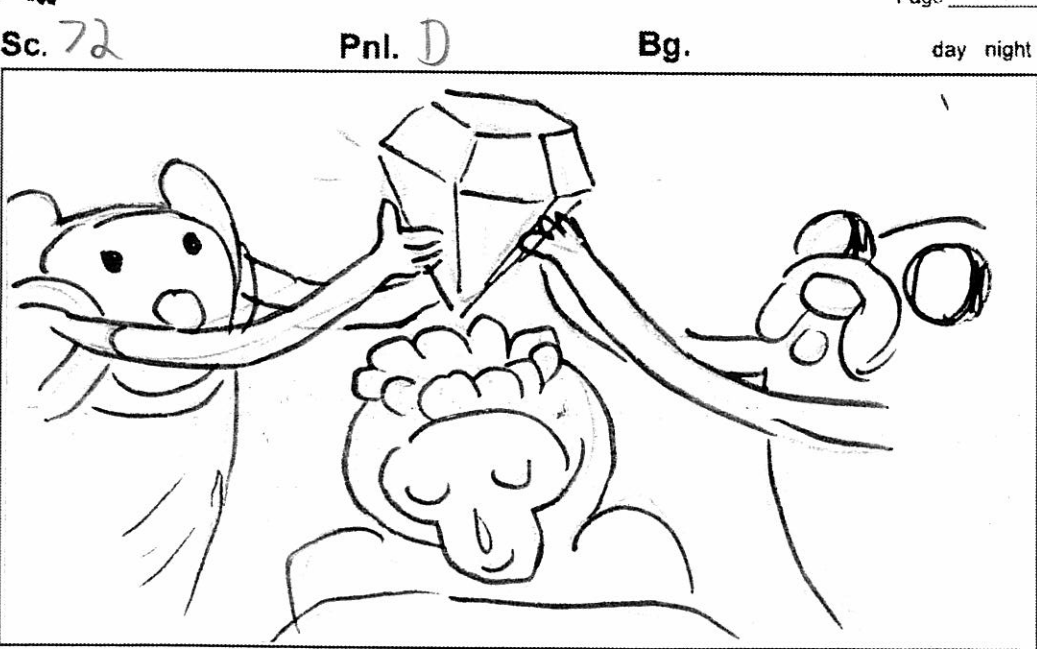
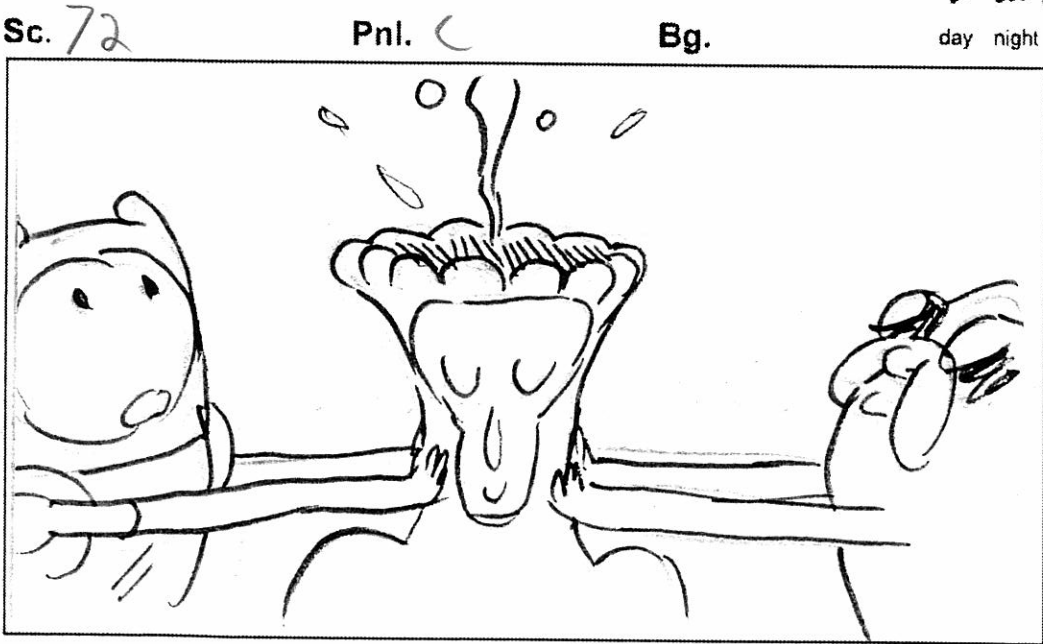
EPISODE #

Production :

ADVENTURE TIME



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EPISODE #

Production :

ADVENTURE TIME

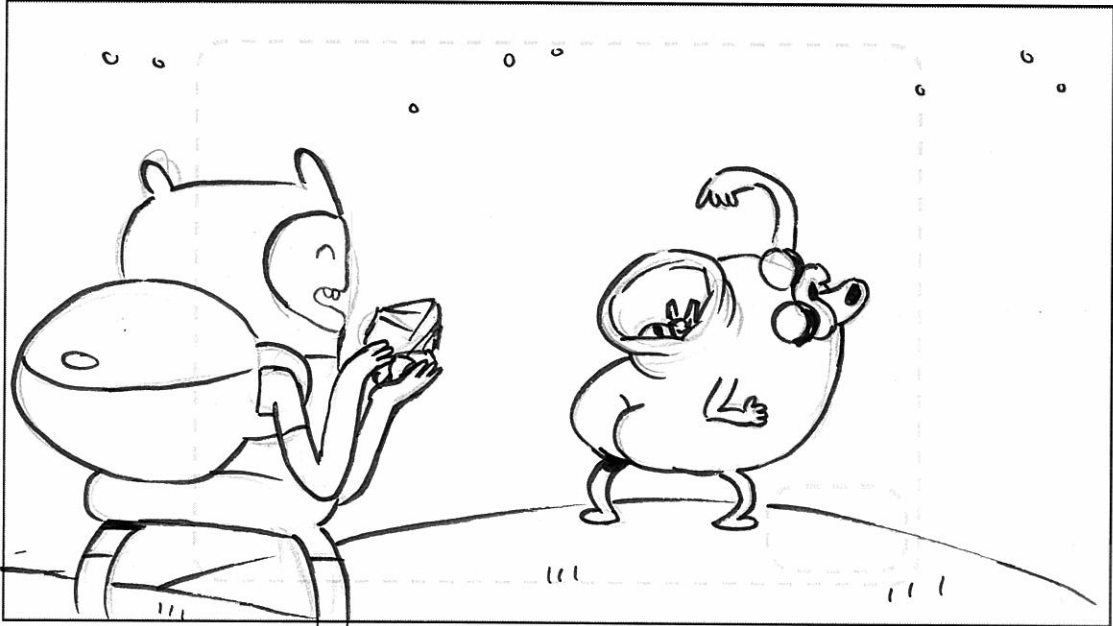


Sc. 73

Pnl. A

Bg.

day night

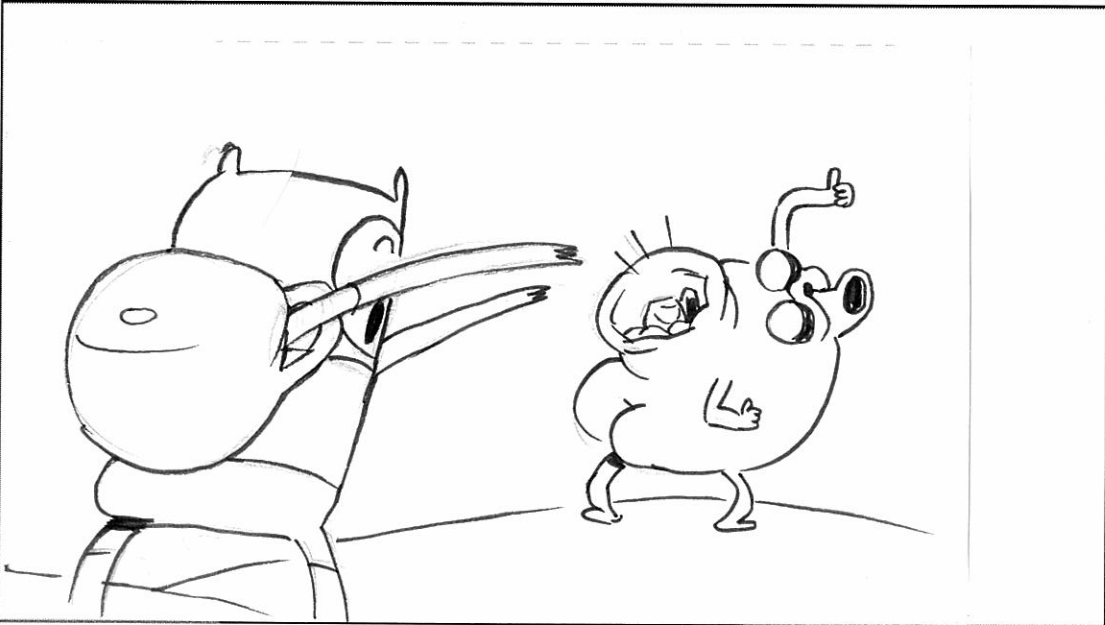


Sc. 73

Pnl. B

Bg.

day night



Dialog:	(J.) Good Job
Action:	
Timing:	

008104

EPISODE #

32

Production :

ADVENTURE TIME

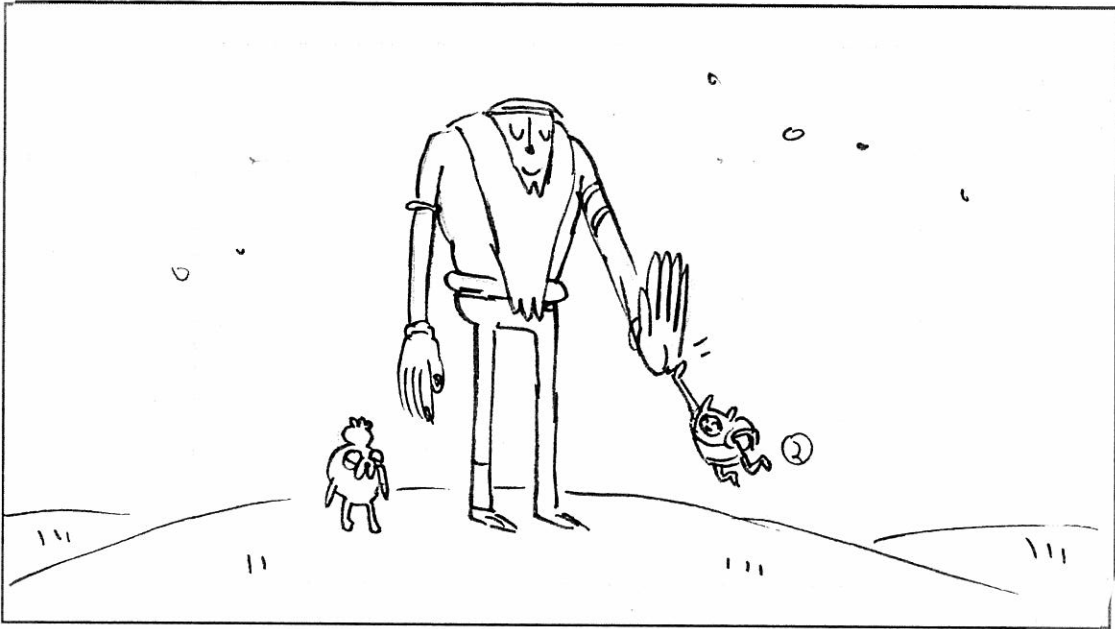


Sc. 74

Pnl. A

Bg.

day night



Sc. 75

Pnl. A

Bg.

day night



Action:



Timing:

008104
33

EPISODE #

Production :

ADVENTURE TIME

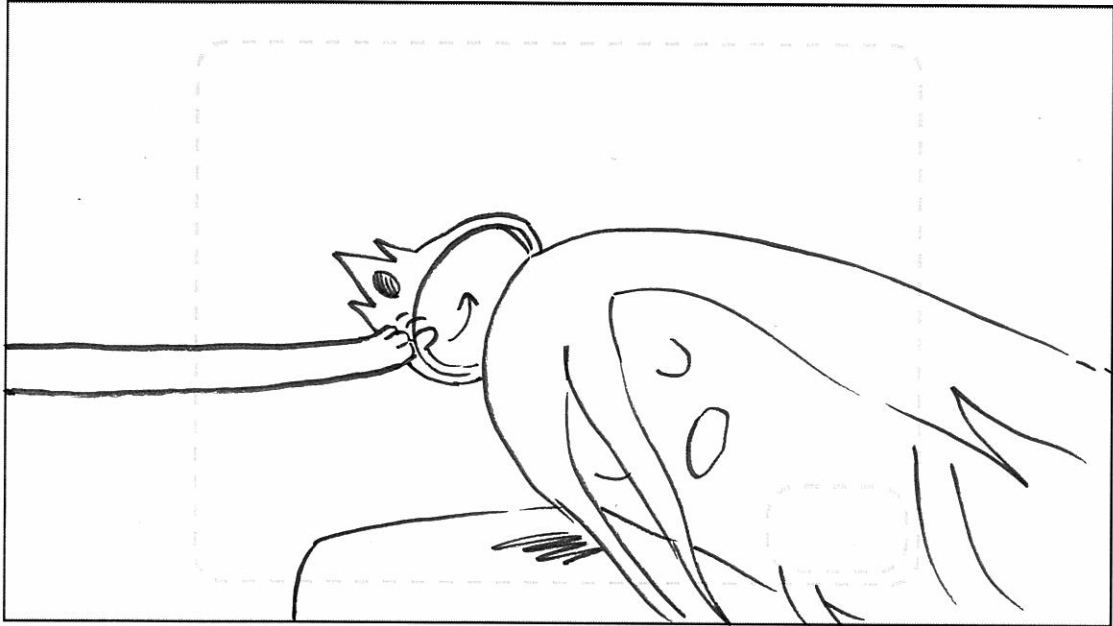


Sc. 75

Pnl. B

Bg.

day night



Sc. 75

Pnl. C

Bg.

day night



Dialog:
Action: (FINN'S HAND)
Timing:

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Production :

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ADVENTURE TIME

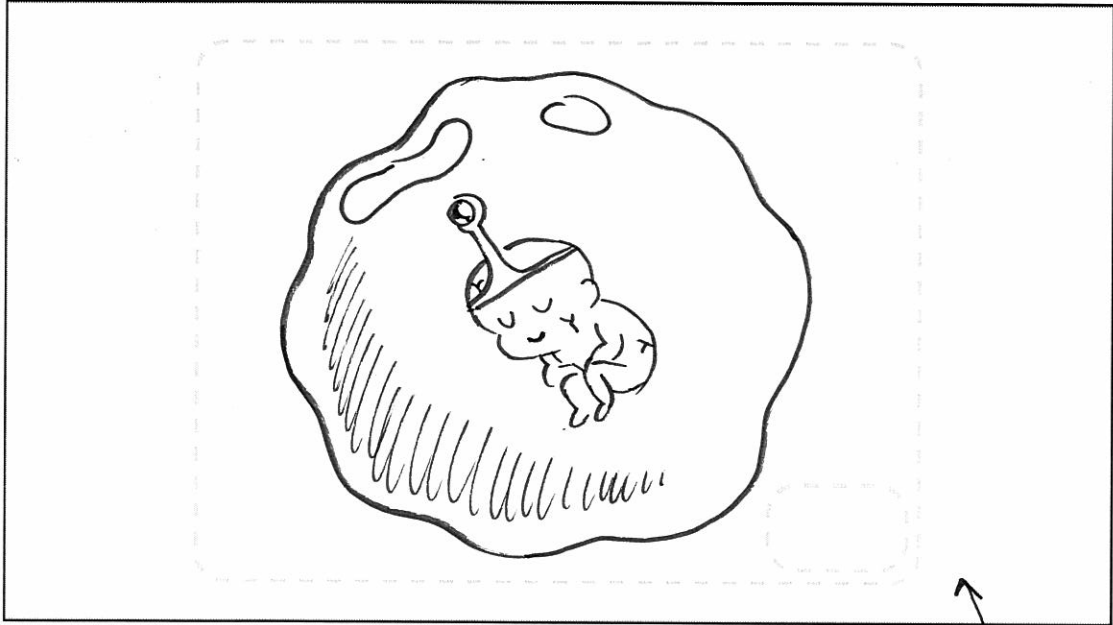


Sc. 76

Pnl. A

Bg.

day night

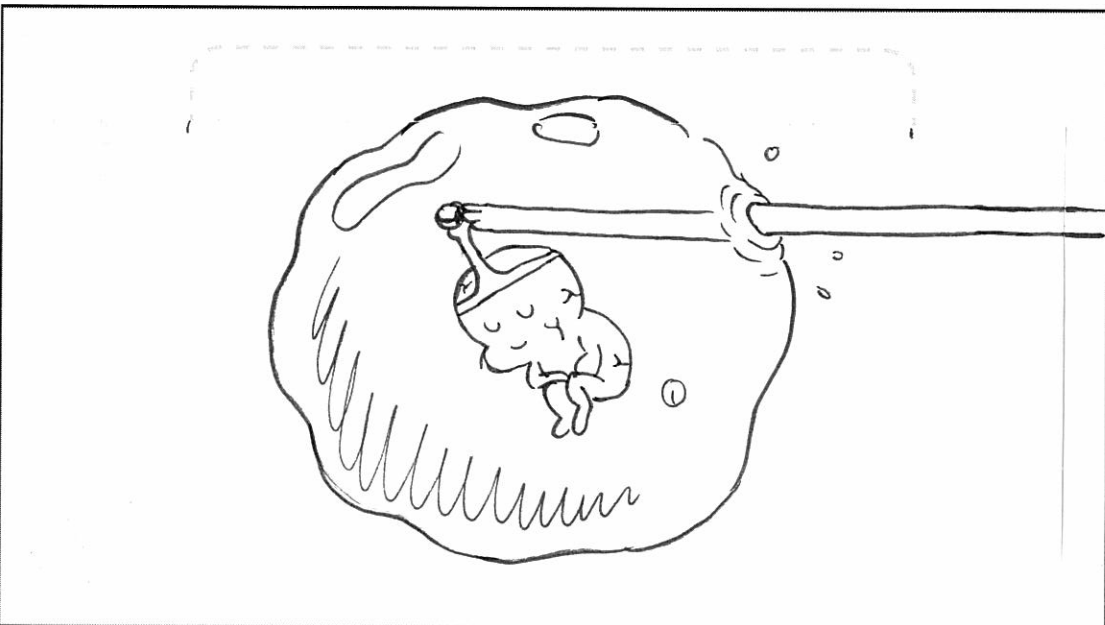


Sc. 76

Pnl. B

Bg.

day night



Dialog:

DARKER PINK

* SHLOOP!

Action:

Timing:



(JAKE'S HAND)

EPISODE # 008104
Production :

ADVENTURE TIME

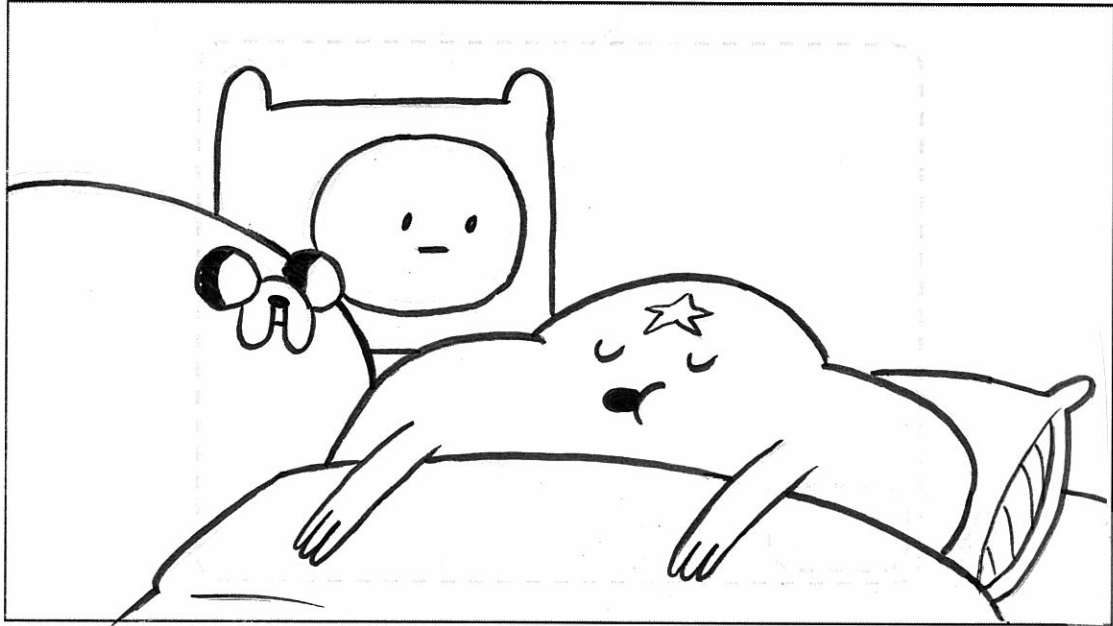


Sc. 77

Pnl. A

Bg.

day night

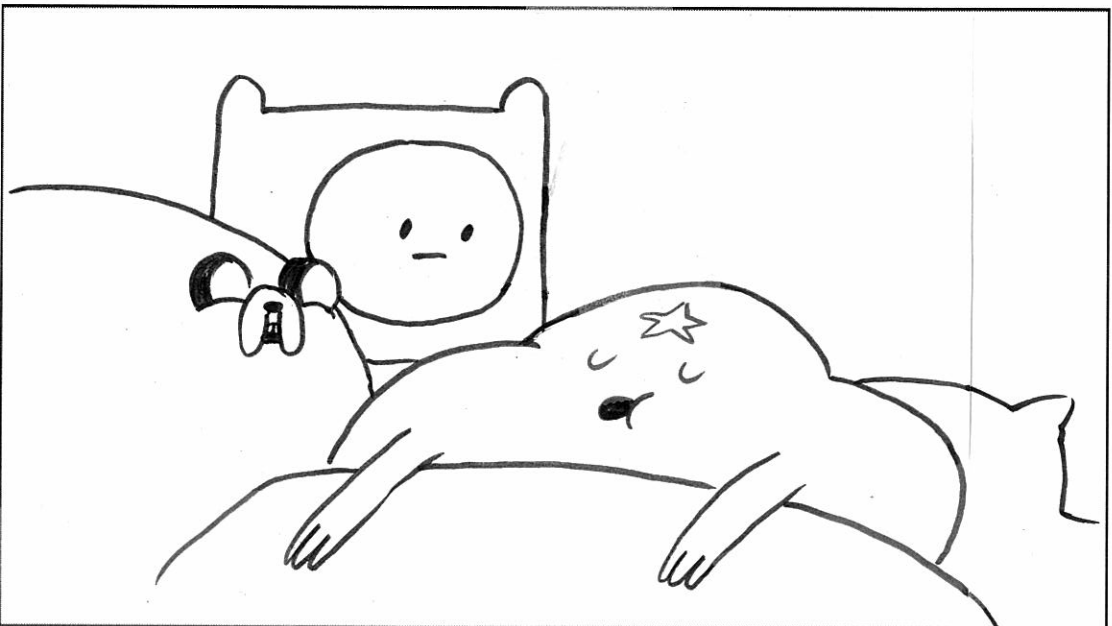


Sc. 77

Pnl. B

Bg.

day night



Dialog:
<div>(LSP:) * SNORING</div> <div>(J:) ARE YOU SURE THAT'S A GEM? (WHISPER)</div>
Action:
Timing:

EPISODE # 008104
Production :

ADVENTURE TIME

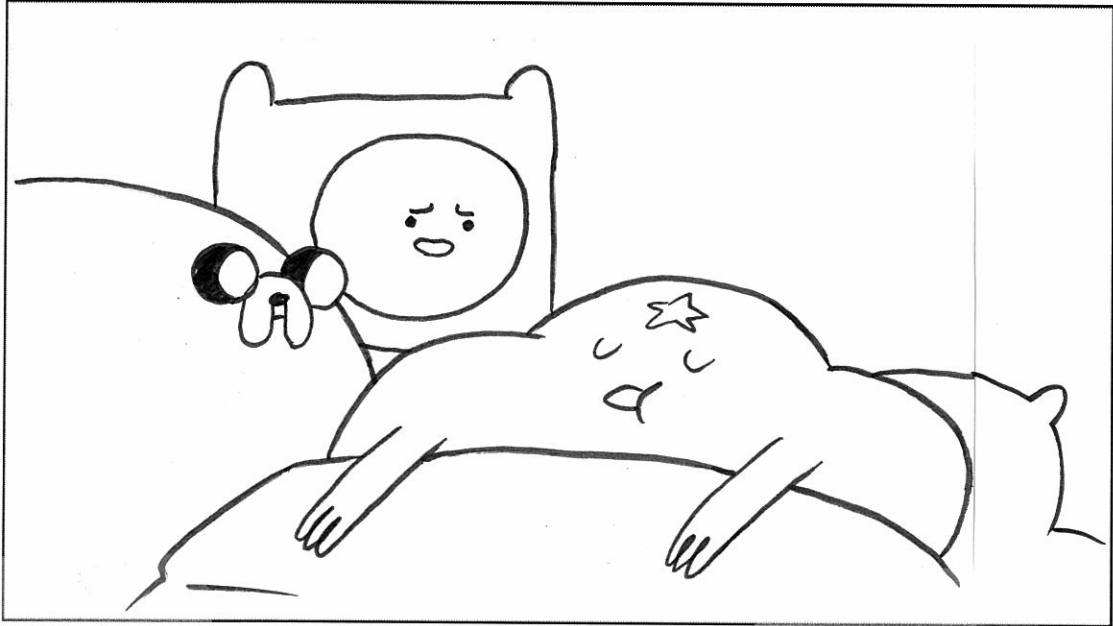


Sc. 77

Pnl. C

Bg.

day night

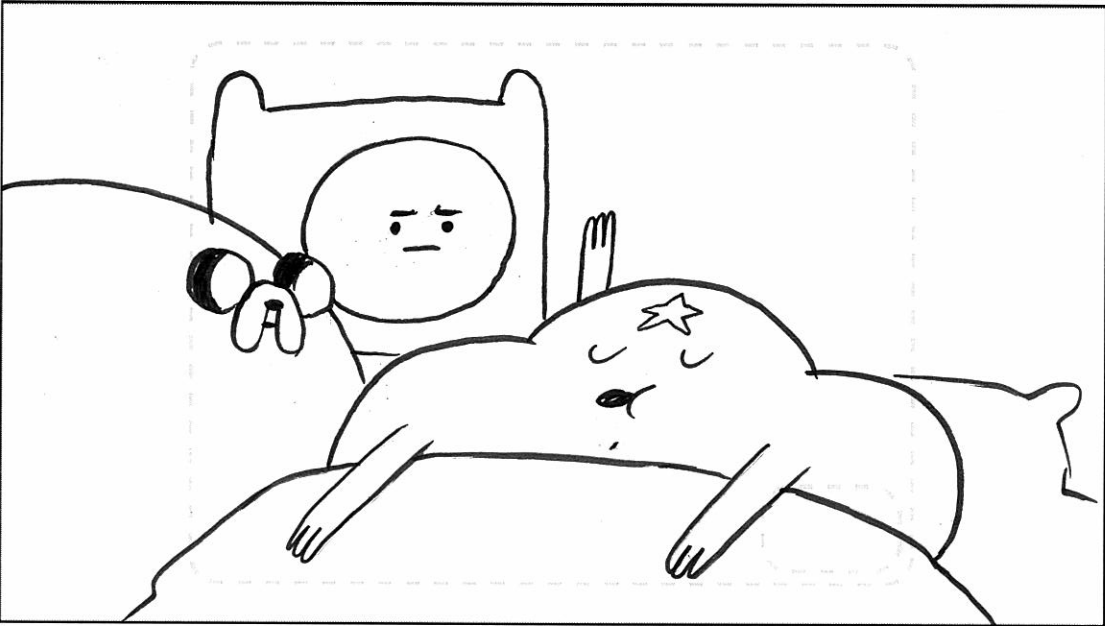


Sc. 77

Pnl. D

Bg.

day night



Dialog:

(F:) I THINK SO
(WHISPER)

Action:

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

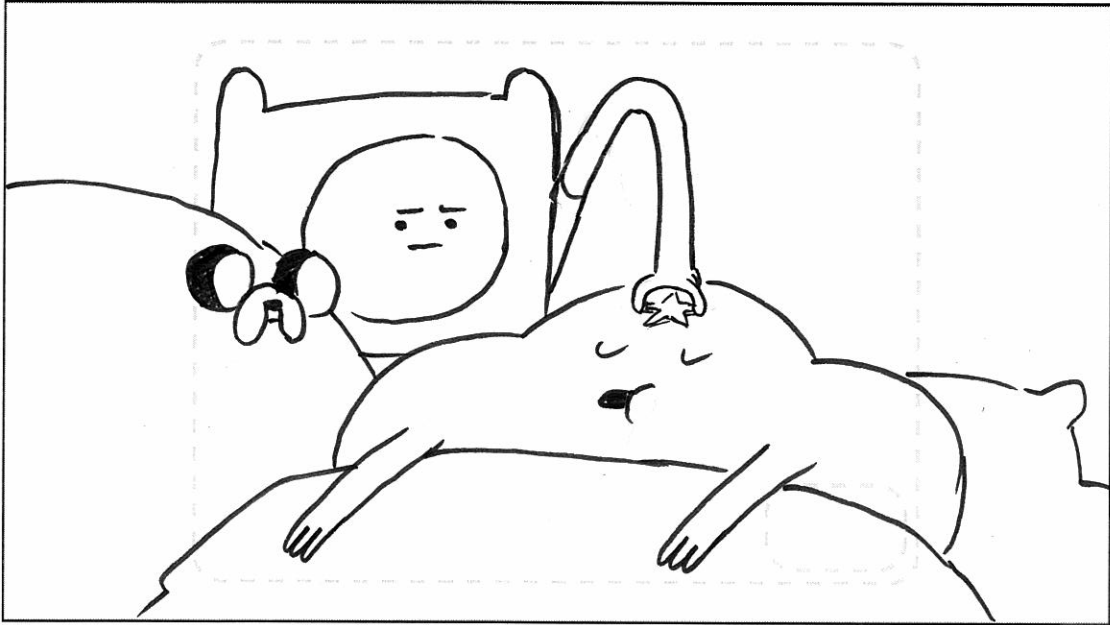


Sc. 77

Pnl. E

Bg.

day night

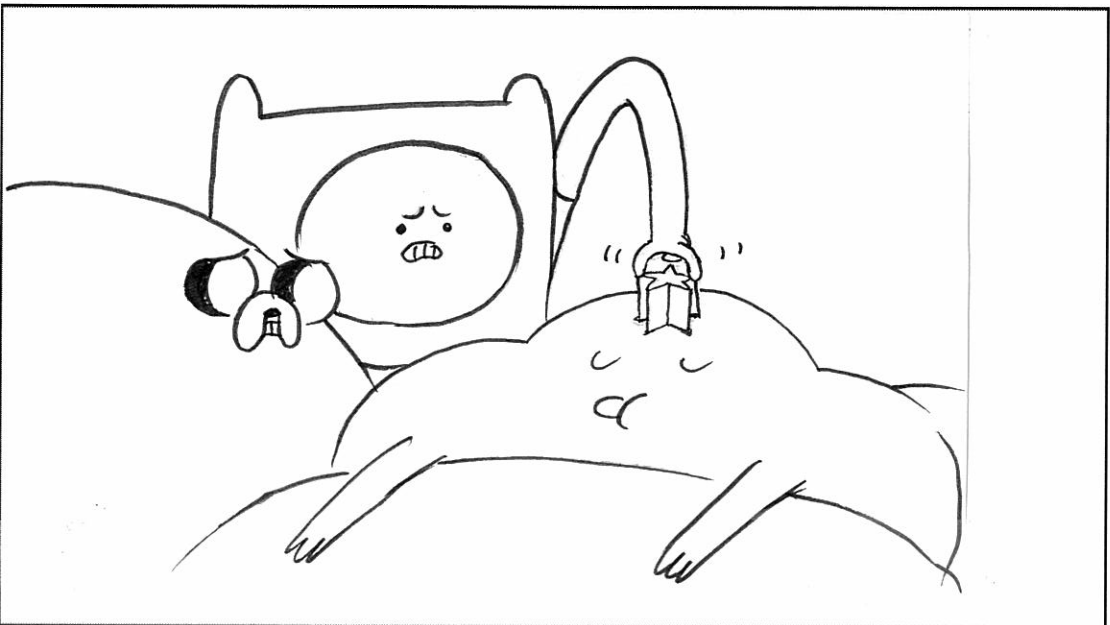


Sc. 77

Pnl. F

Bg.

day night



Dialog:	SFX * (DOG FOOD SOUND)
Action:	SLOWLY PULLS IT OUT
Timing:	

008104
38

EPISODE #

Production :

ADVENTURE TIME

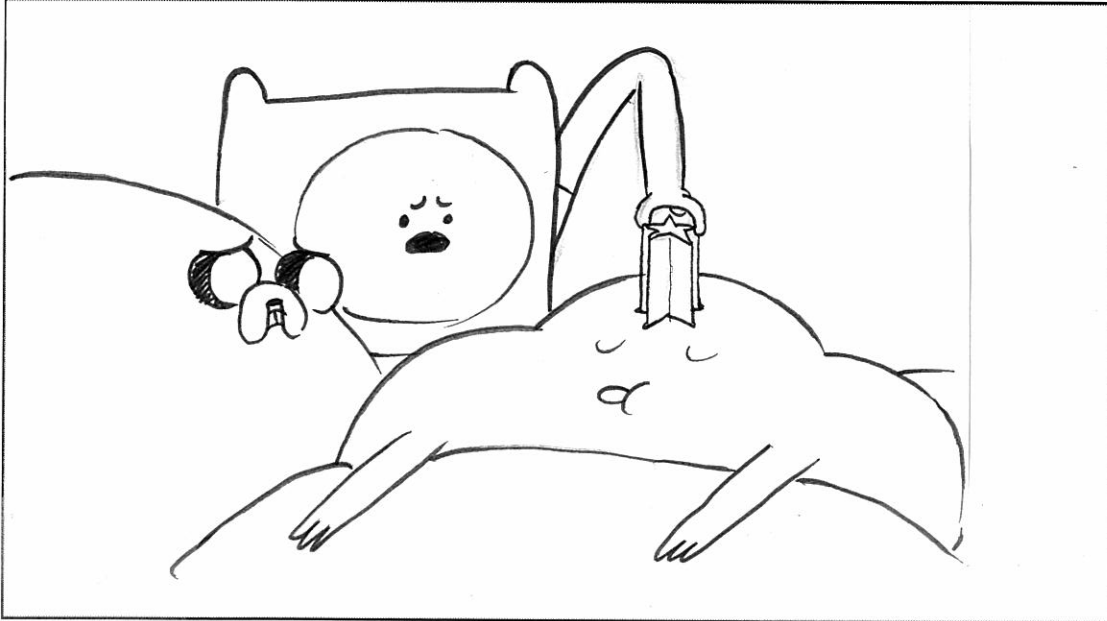


Sc. 77

Pnl. G

Bg.

day night

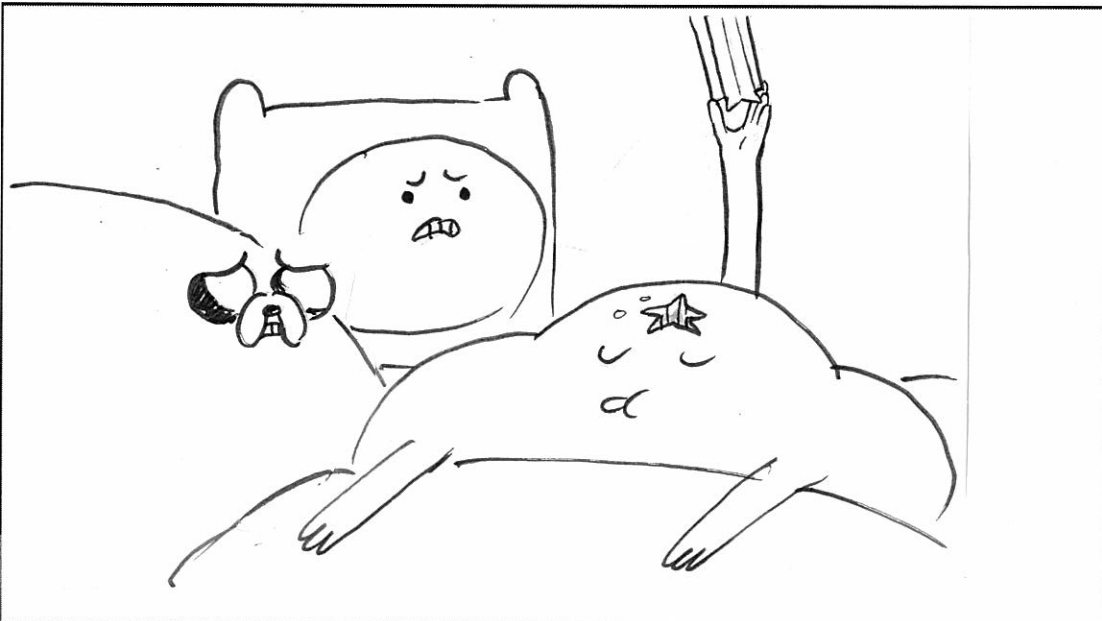


Sc. 77

Pnl. H

Bg.

day night



Dialog:	
(F:) IT's so DEEP (WHISPER)	SFX * SHLOOK
Action:	
Timing:	

008104

EPISODE #

Production :

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ADVENTURE TIME

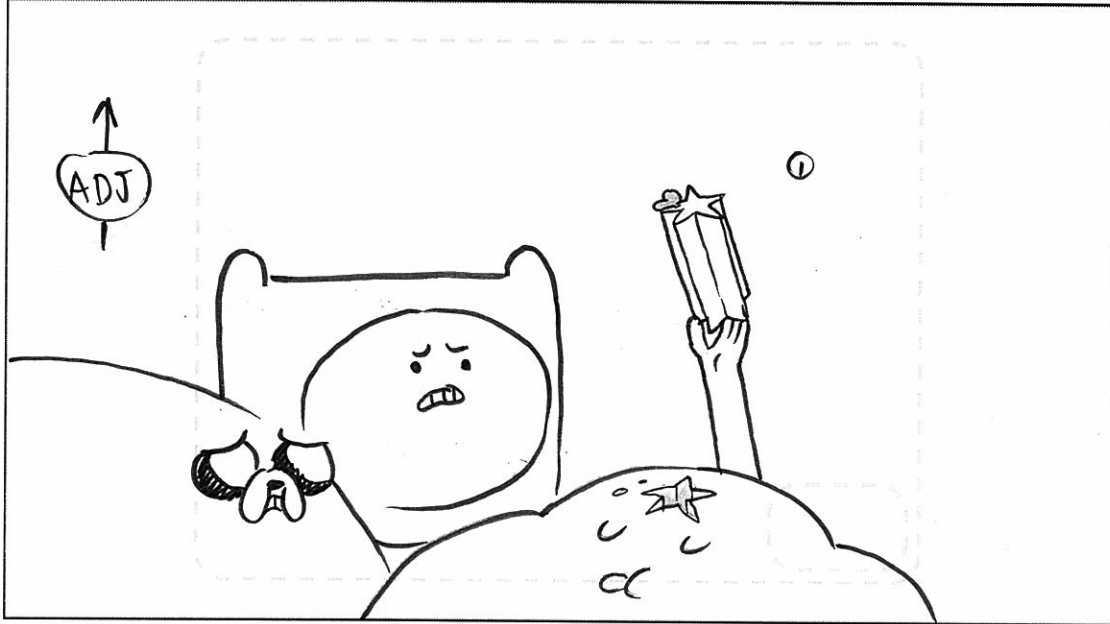


Sc. 77

Pnl. I

Bg.

day night

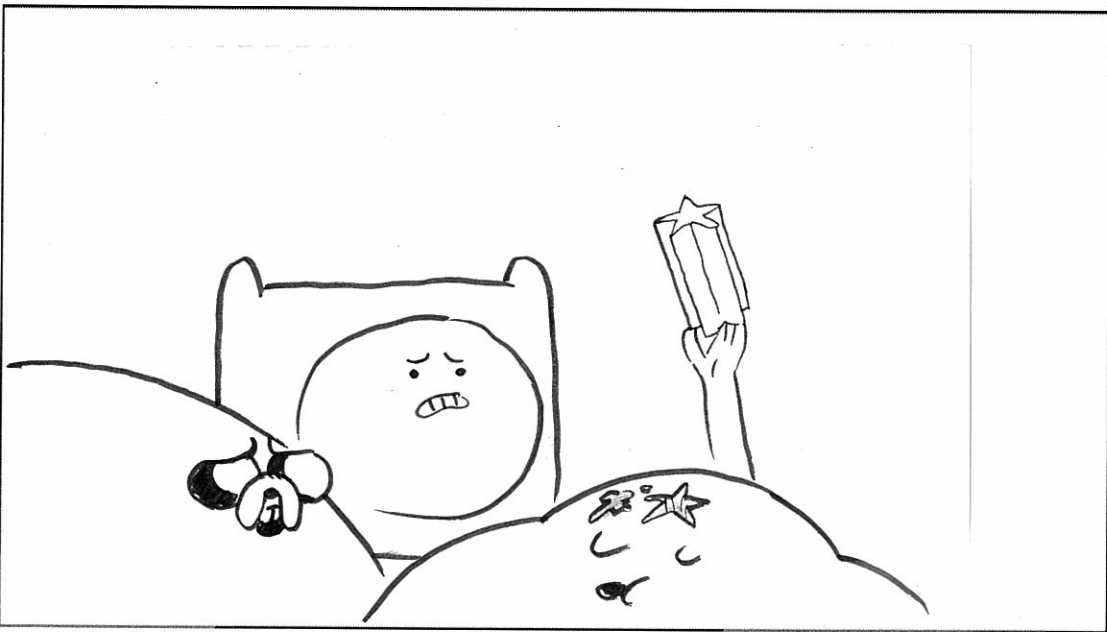


Sc. 77

Pnl. J

Bg.

day night



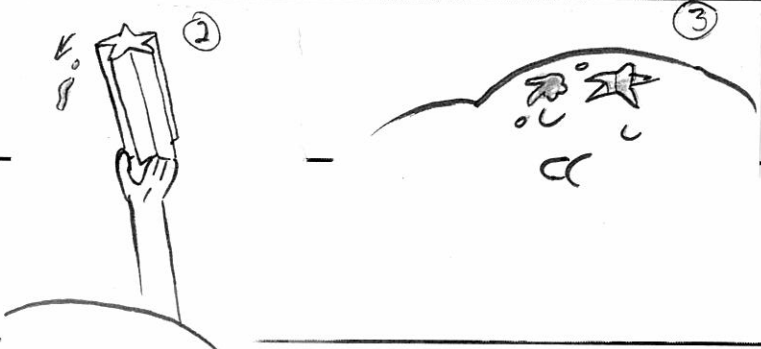
Dialog:

Sfx * SPLAT

(J) GROSS
(WHISPER)

Action:

Timing:



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Production :

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ADVENTURE TIME

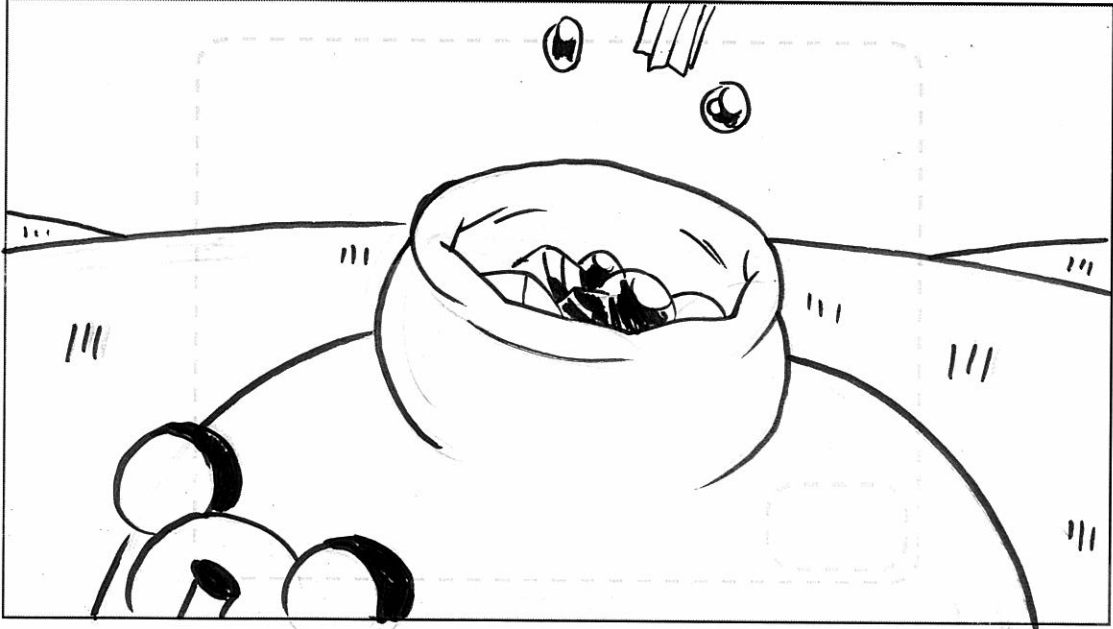


Sc. 78

Pnl. A

Bg.

day night

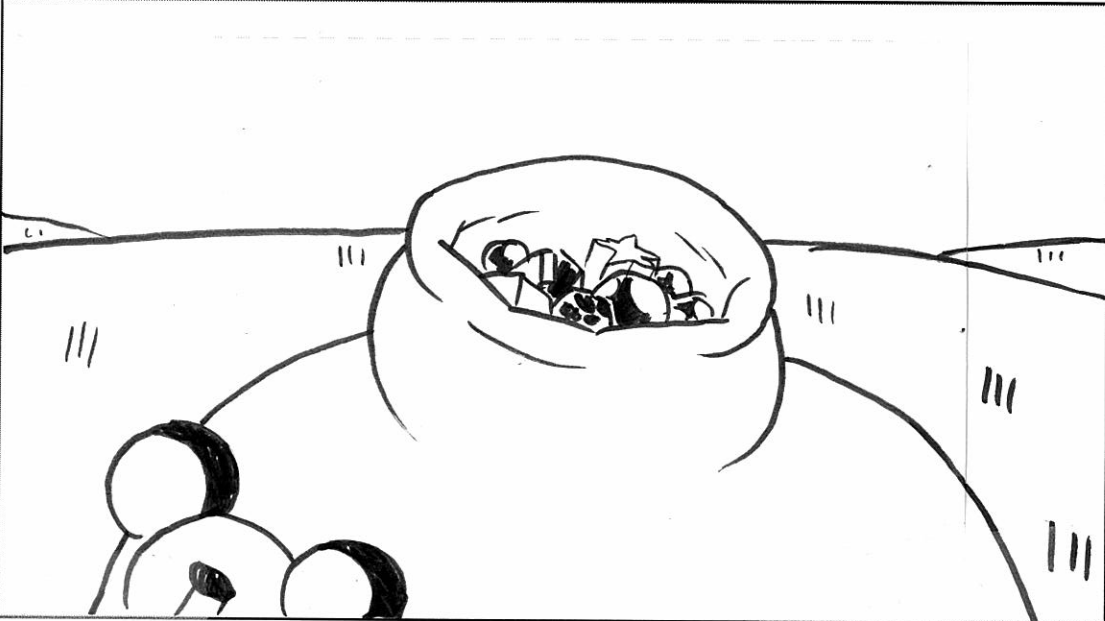


Sc. 78

Pnl. B

Bg.

day night



Dialog:	Sfx * PLINK
Action:	
Timing:	

008104

EPISODE #

Production :

ADVENTURE TIME

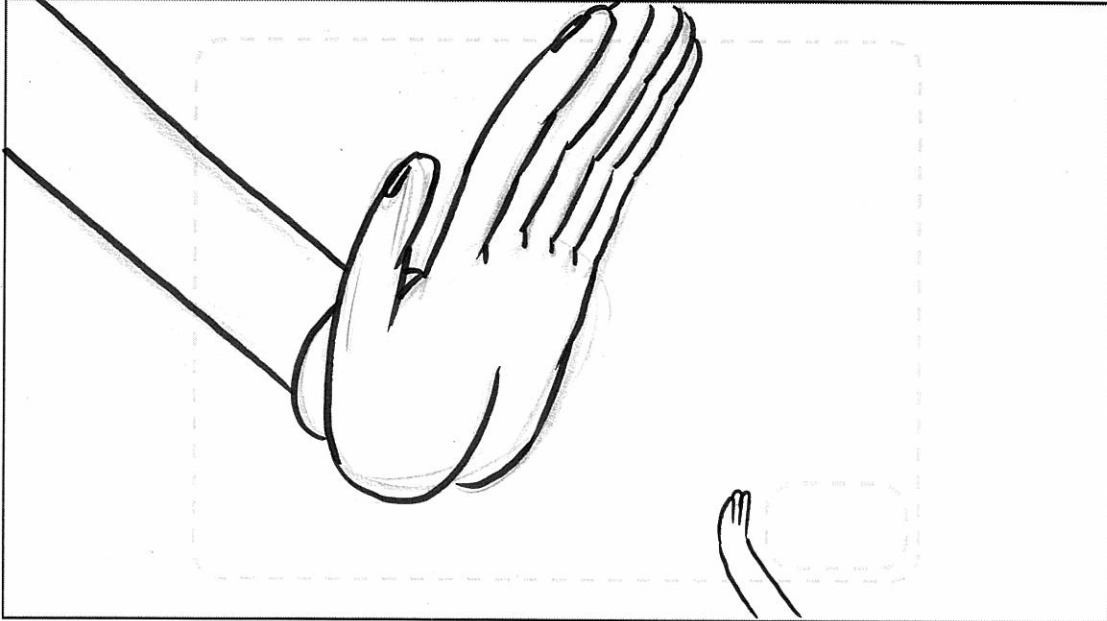


Sc. 79

Pnl. A

Bg.

day night

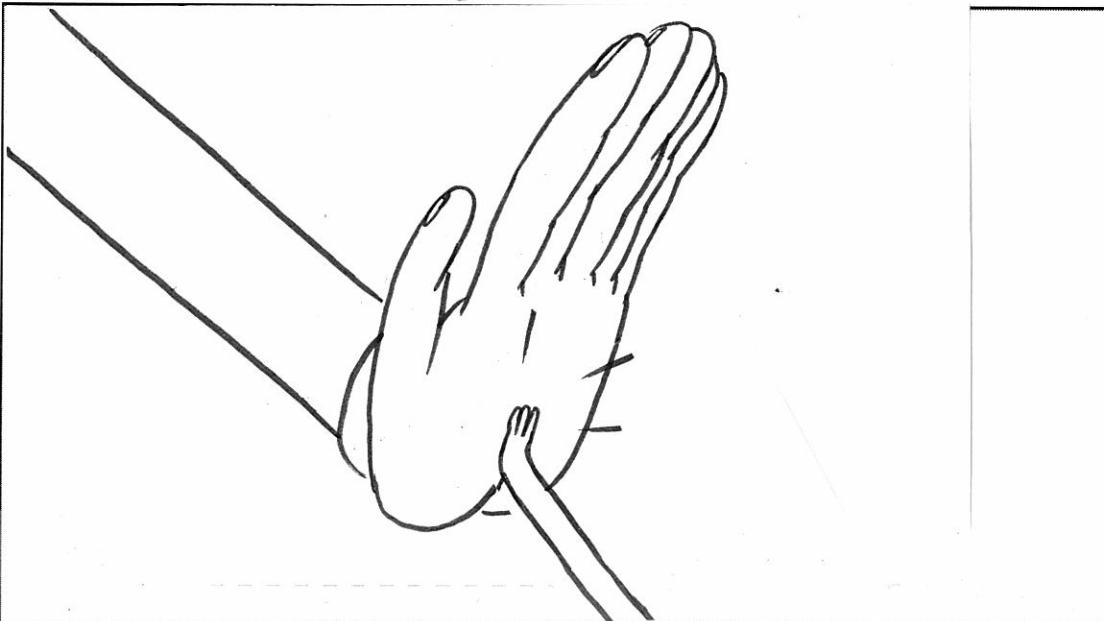


Sc. 79

Pnl. B

Bg.

day night



Dialog:
Sfx * SLAP
Action:
Timing:

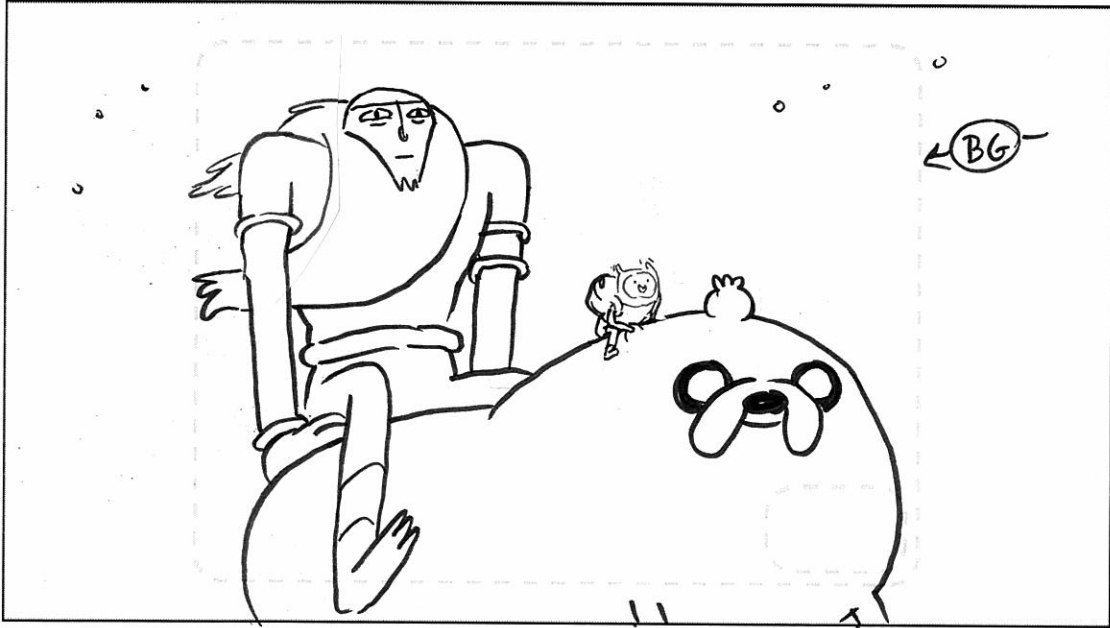
EPISODE # 008104
Production : 2

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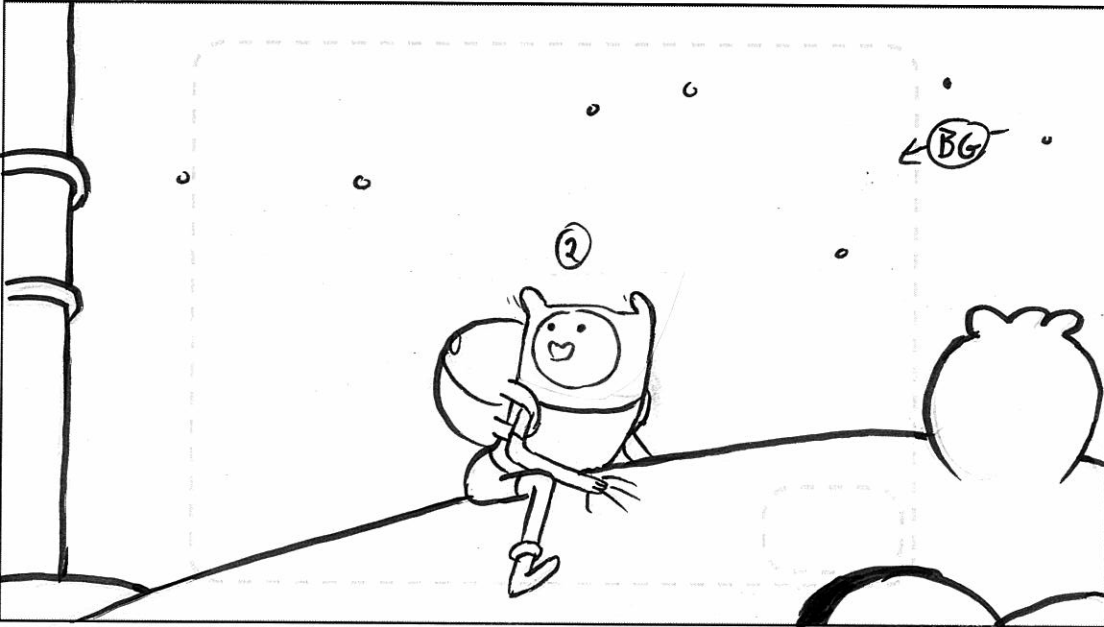
ADVENTURE TIME



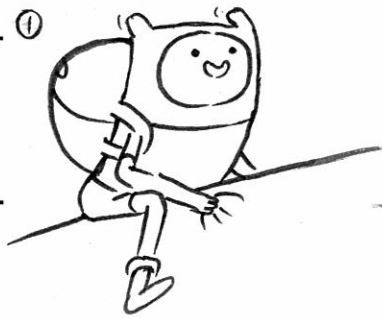
Sc. 80 Pnl. A Bg. day night



Sc. 81 Pnl. A Bg. day night

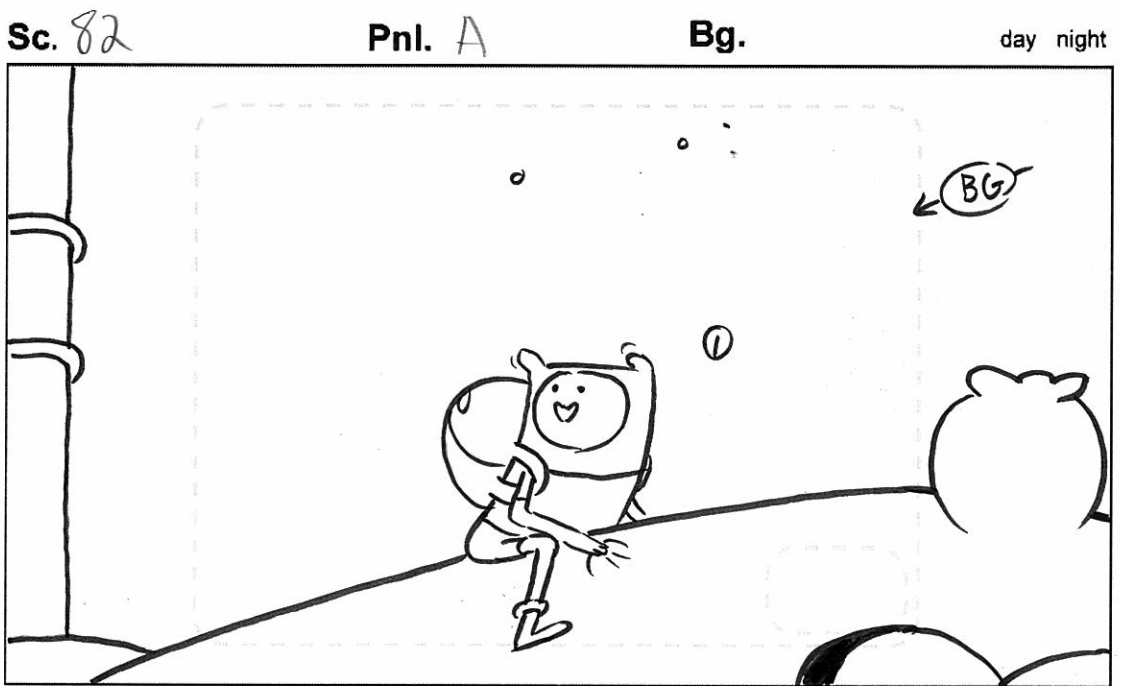
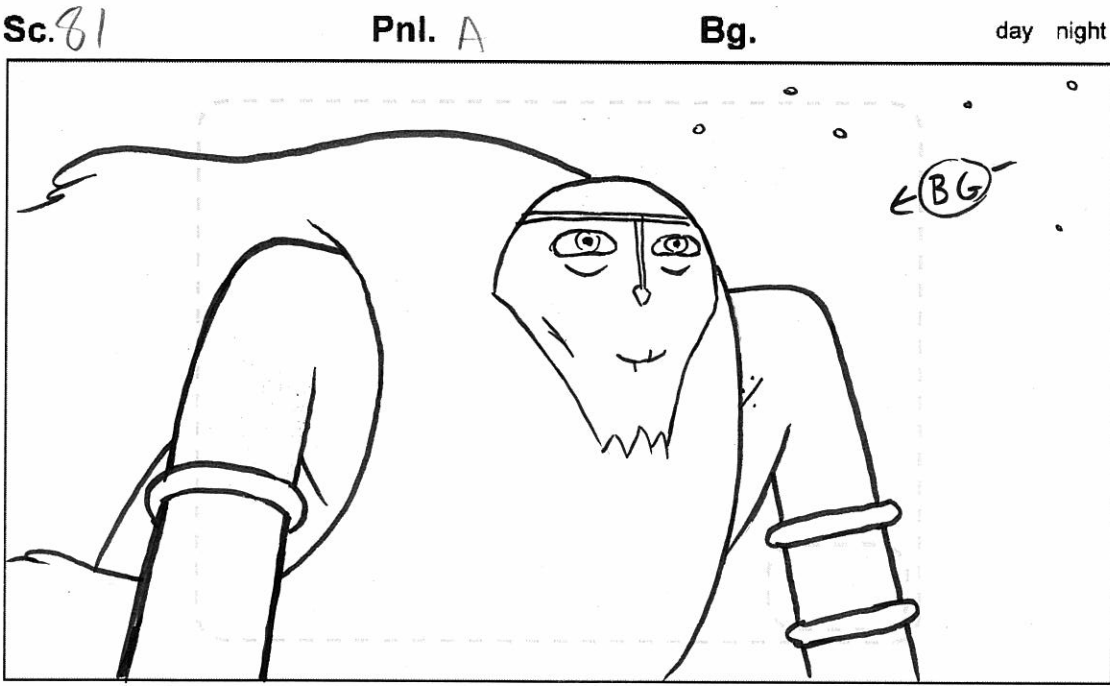


Dialog:	
Action:	(JAKE RUNNING)
Timing:	



EPISODE # 008104
Production :

ADVENTURE TIME



Dialog:

Action: (HAIR BLOWING IN WIND)

Timing:

008104

EPISODE #

Production :

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ADVENTURE TIME

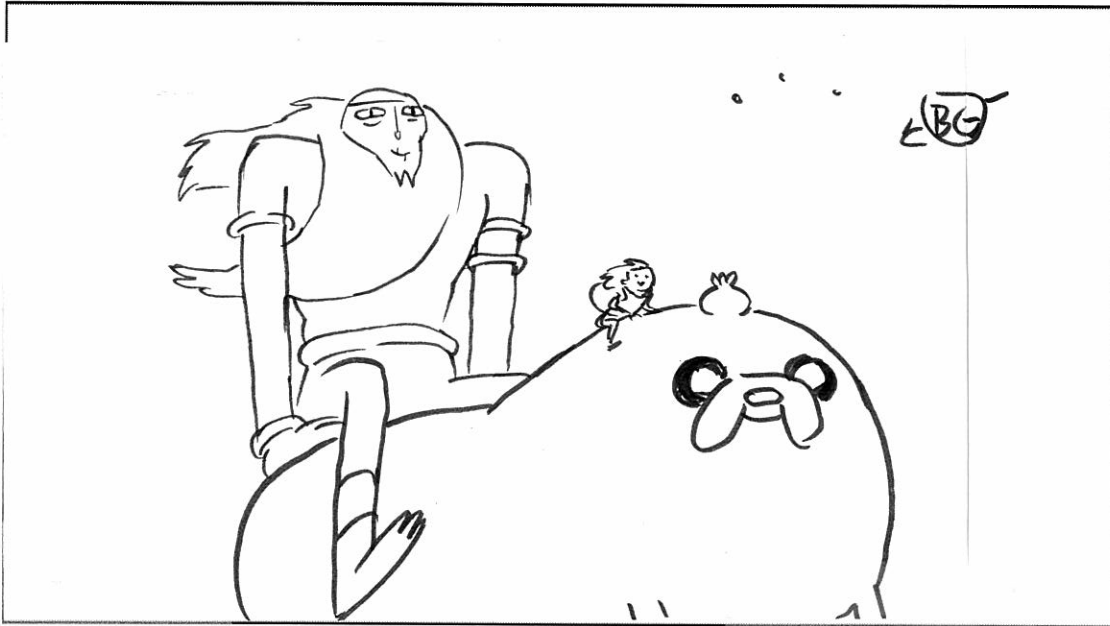


Sc. 83

Pnl. A

Bg.

day night

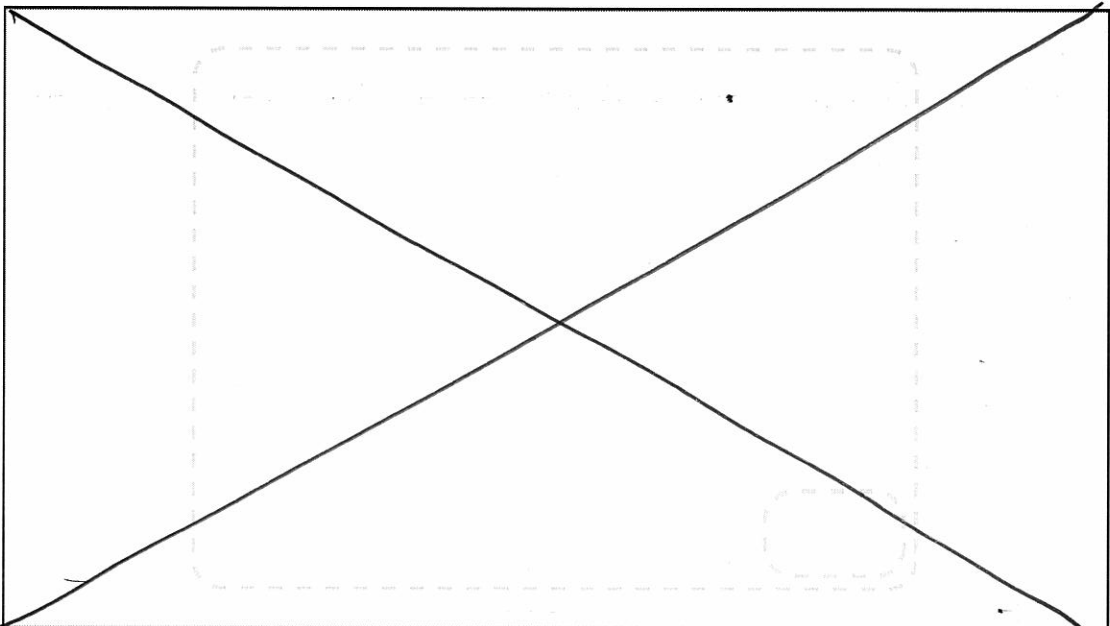


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 008104
Production : 5

ADVENTURE TIME



Sc. 84

Pnl. A

Bg.

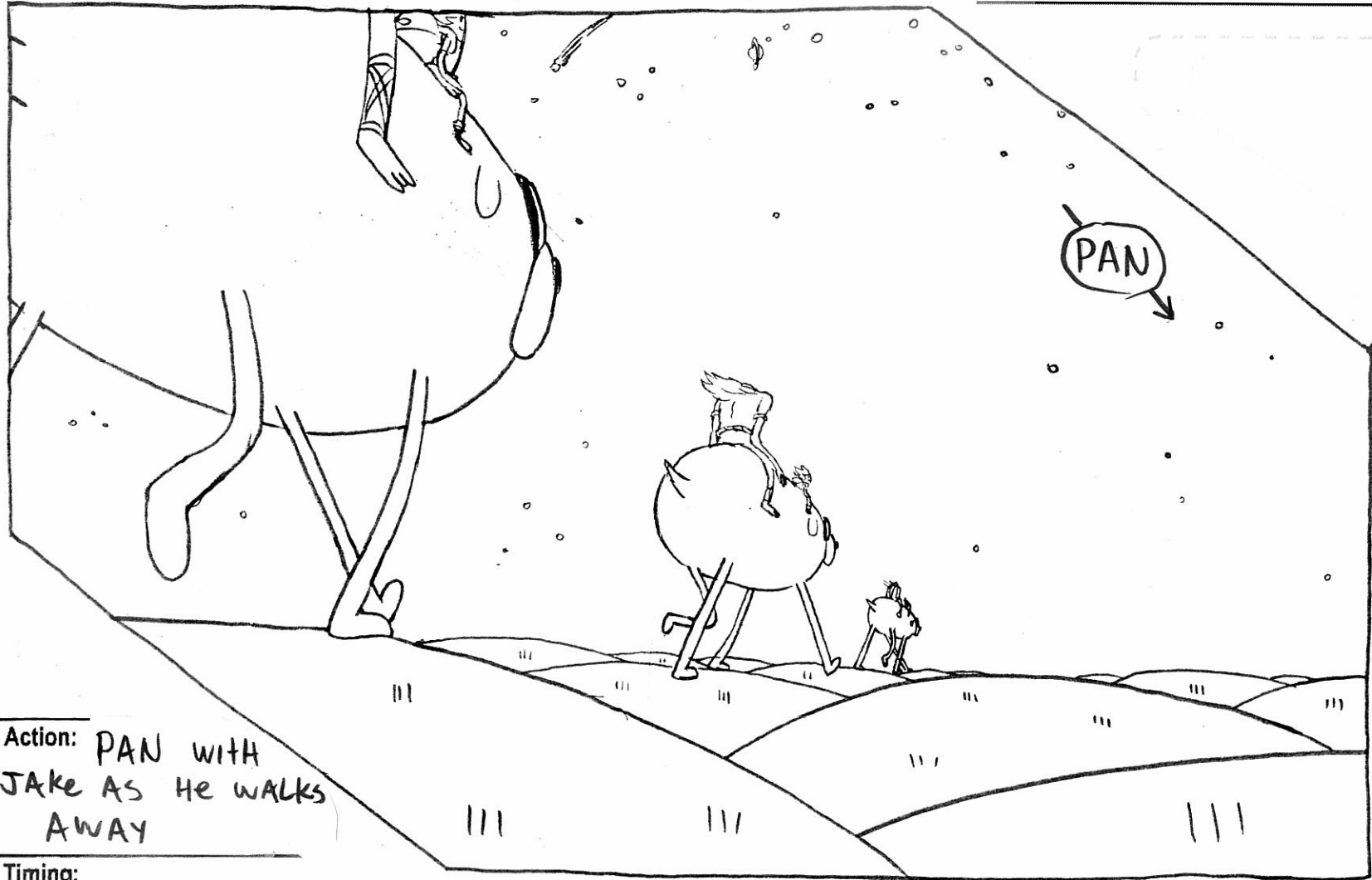
day night

Sc.

Pnl.

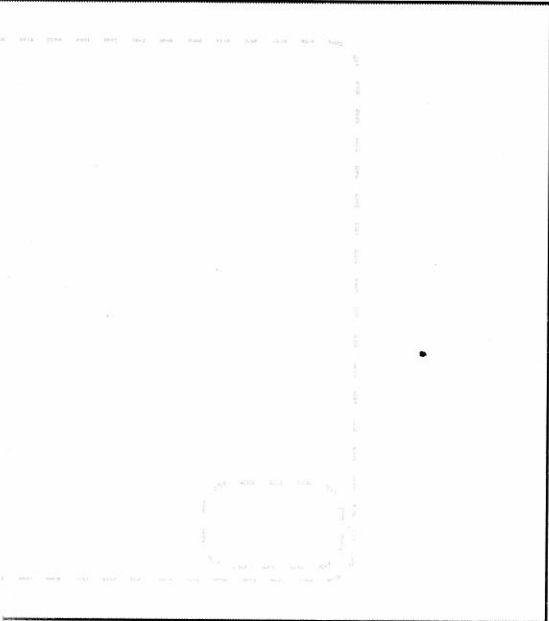
Bg.

day night



Action: PAN WITH
JAKE AS HE WALKS
AWAY

Timing:



(FINN + BILLY'S HAIR
BLOWING IN WIND)

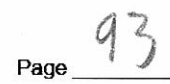
FADE TO
BLACK



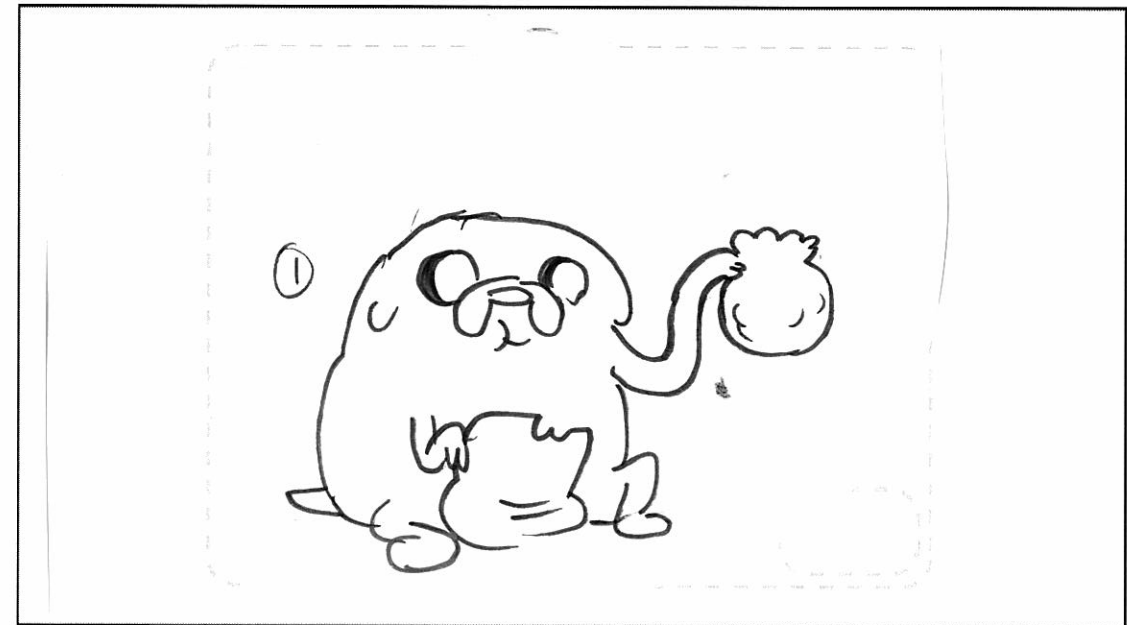
EPISODE # 008104

Production :

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day night



Production :

ADVENTURE TIME

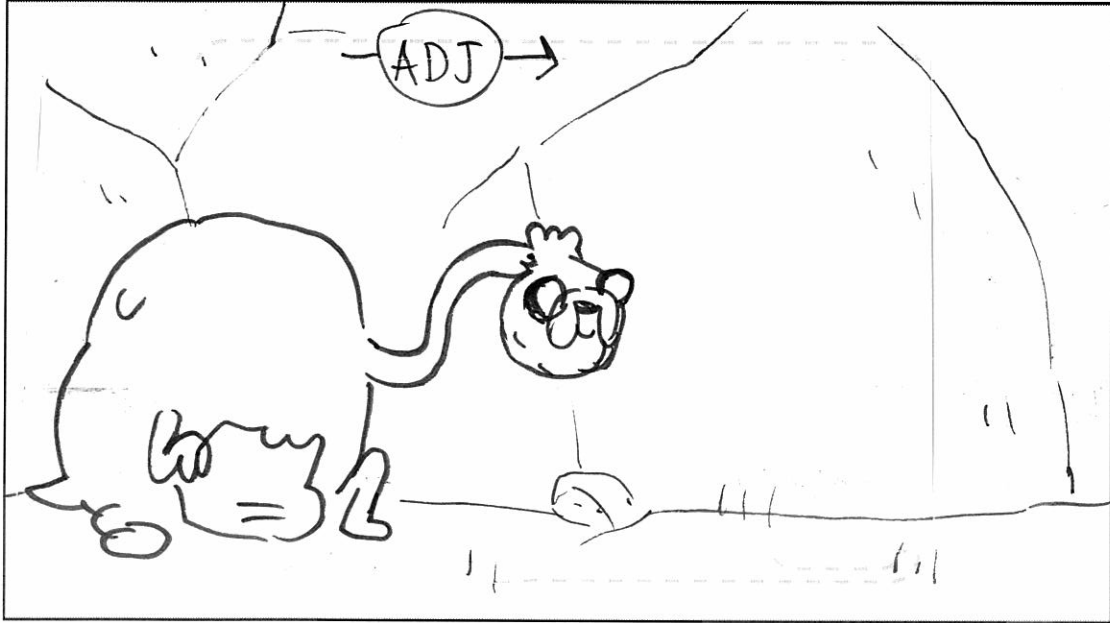


Sc. 85

Pnl. C

Bg.

day night

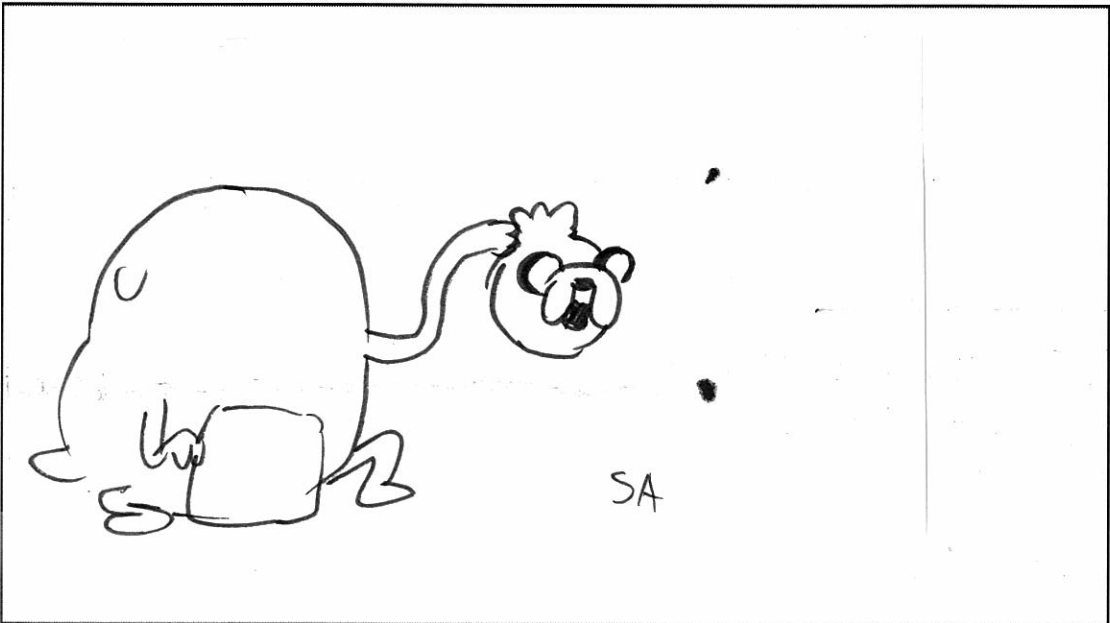


Sc. 85

Pnl. D

Bg.

day night



Dialog:

SFX *jingle jingle

Action:



Timing:

ADT WITH JAKES
FACE AS IT MOVES
TO SACK

J: MAN we got so MANY
gems. THIS IS CRAZY!

008104

EPISODE #

Production :

ADVENTURE TIME

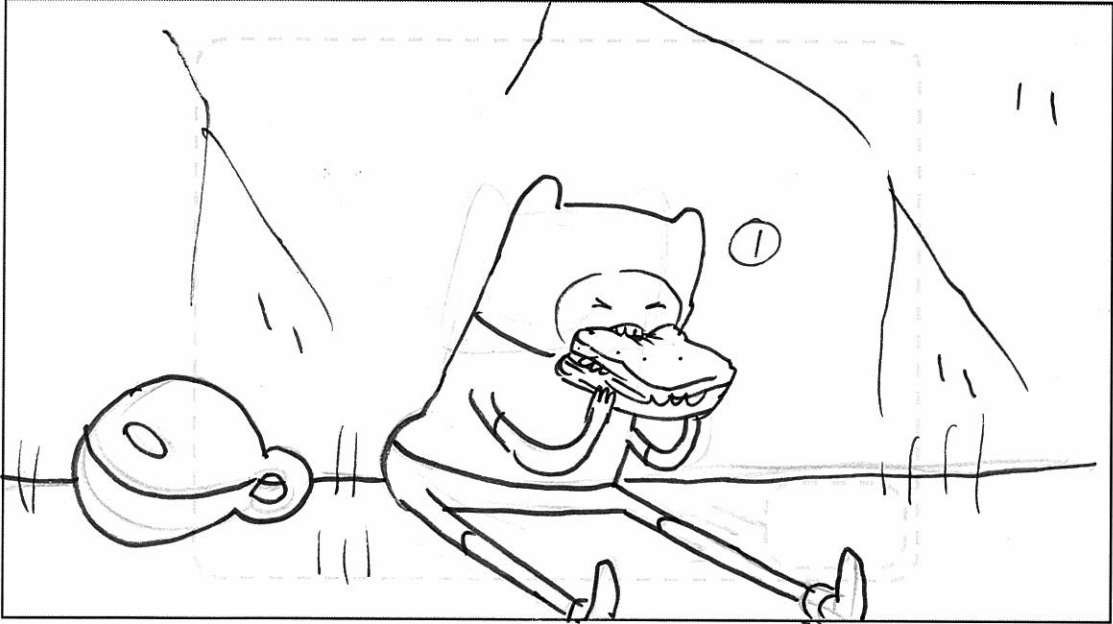


Sc. 86

Pnl. A

Bg.

day night

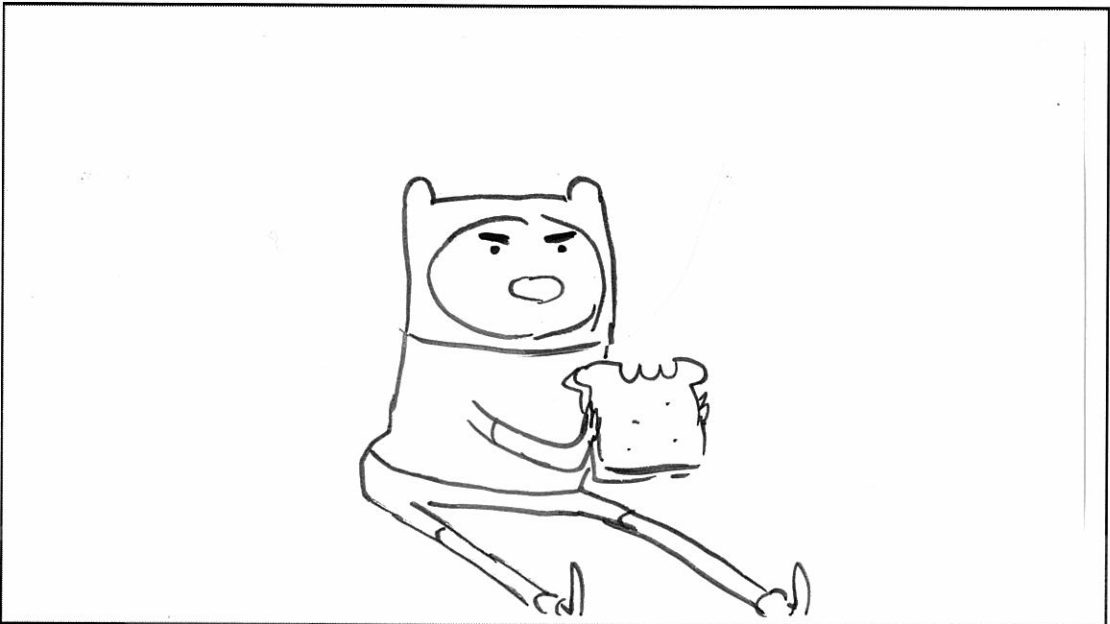


Sc. 86

Pnl. B

Bg.

day night

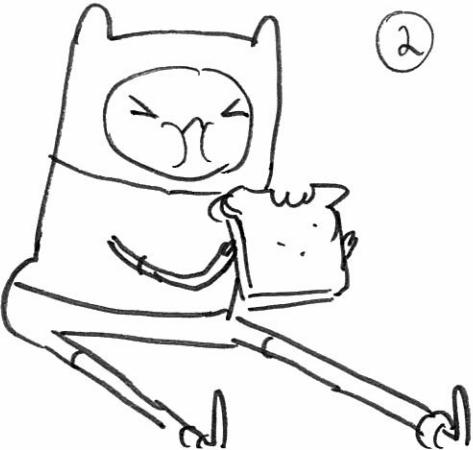


Dialog:

sfx * Bite, SWALLOW

Action:

Timing:



(F:) I WANT CANDY
ALT: WE DESERVE A TREAT!

EPISODE # 008104

Production :

ADVENTURE TIME

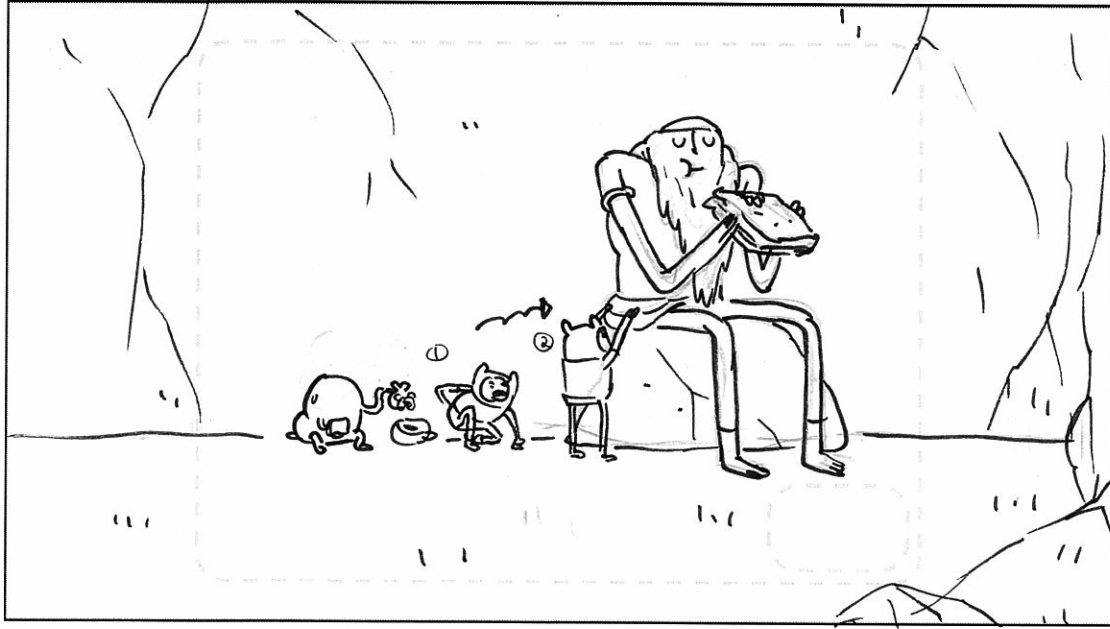


Sc. 87

Pnl. A

Bg.

day night

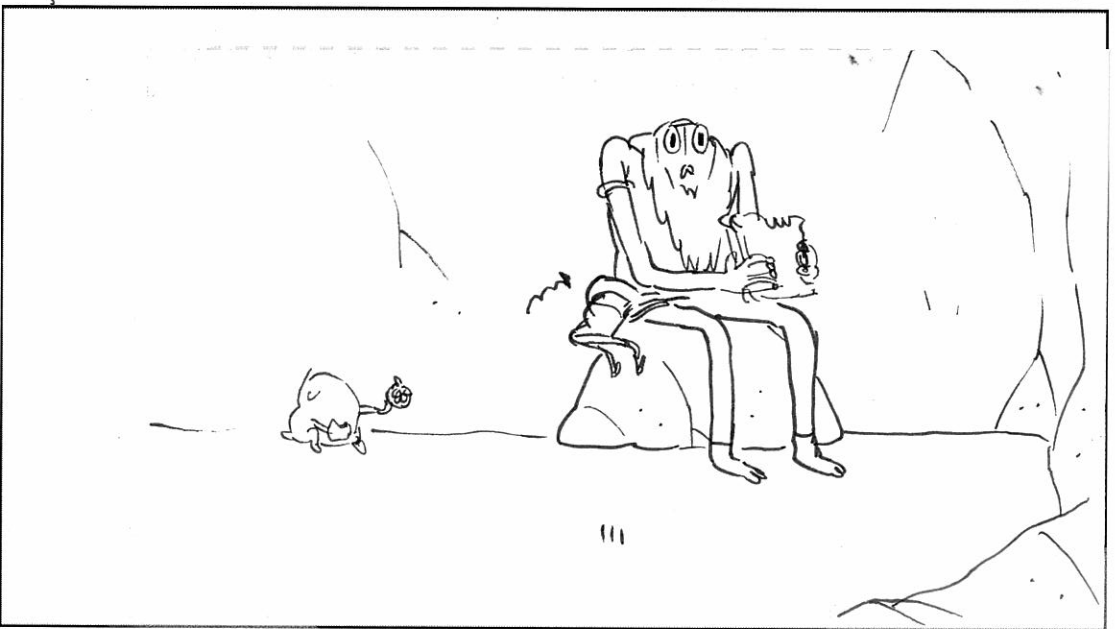


Sc. 87

Pnl. B

Bg.

day night



Dialog:

ⓕ: YOU got ANYthing CANDY
IN THA SADDLEBAG?

ⓕ: WOAH!

Action:

Timing:

EPISODE # 008104
Production :

ADVENTURE TIME

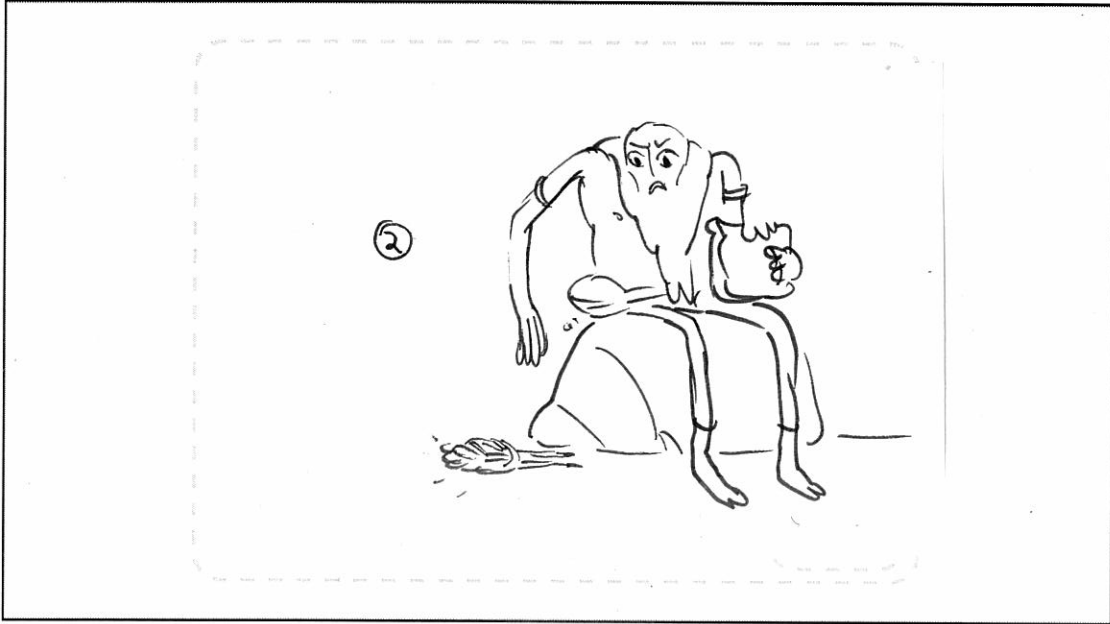


Sc. 87

Pnl. C

Bg.

day night

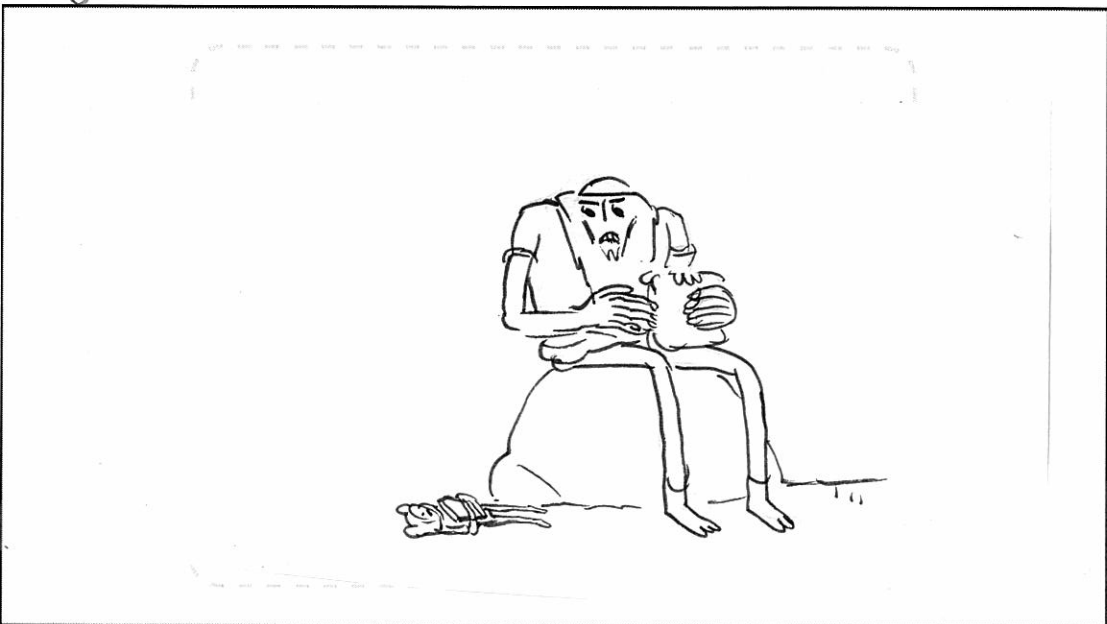


Sc. 87

Pnl. D

Bg.

day night



Dialog: (Billy) Get out of There!

(F:) oof

①

Action:

Timing:



008104

EPISODE #

Production :

ADVENTURE TIME

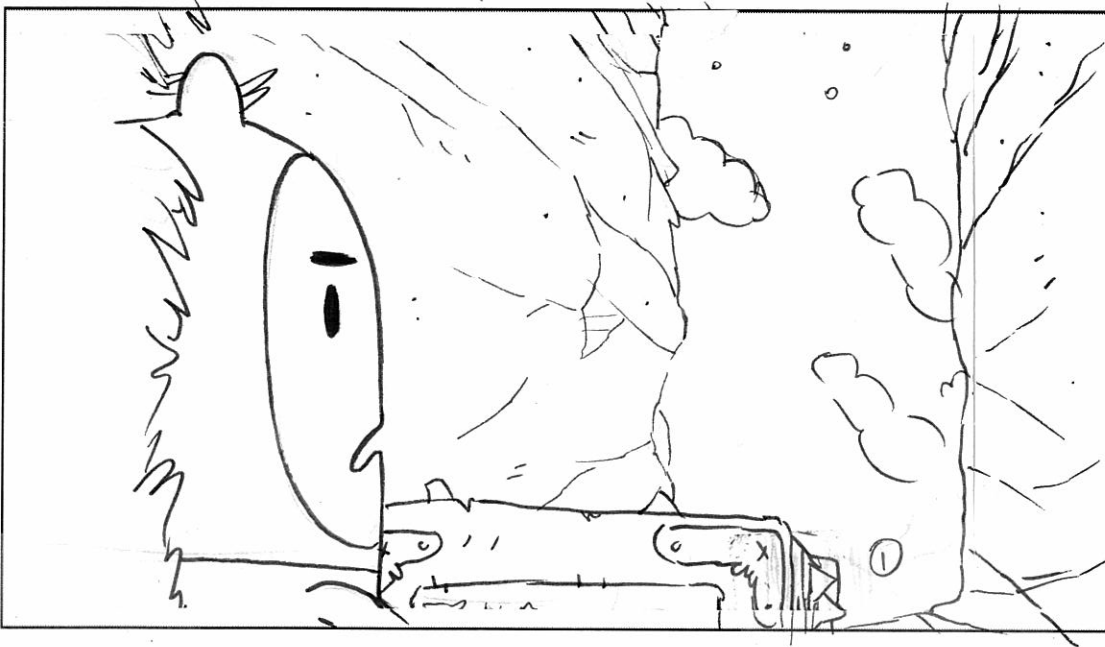


Sc. 88

Pnl. A

Bg.

day night

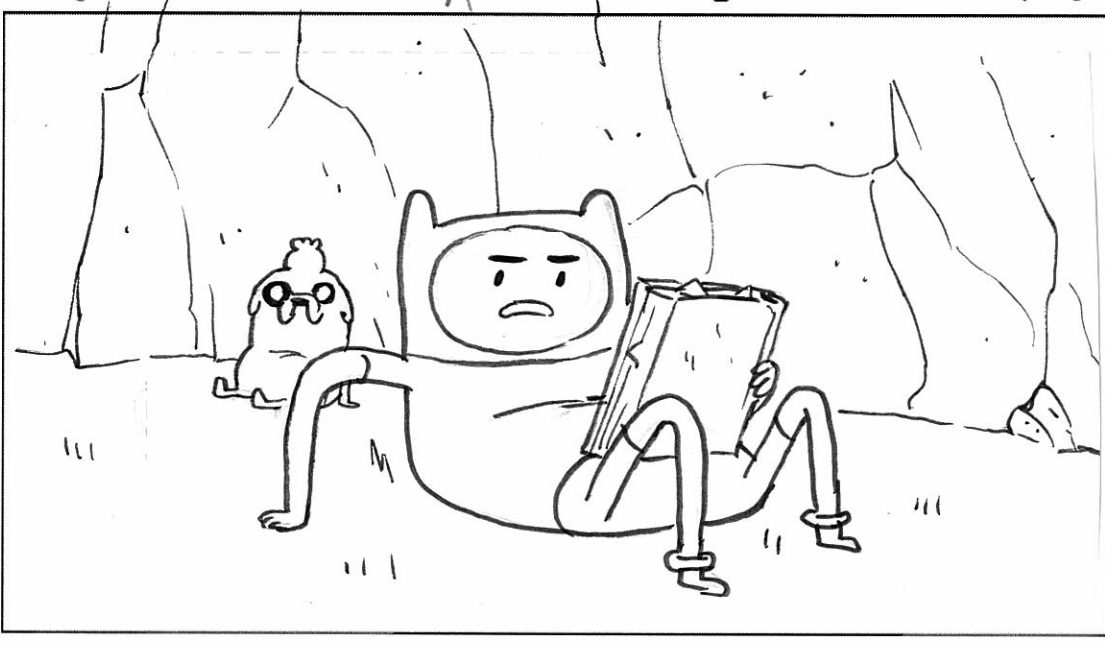


Sc. 89

Pnl. A

Bg.

day night



Dialog:	(F:) THE ENCHIRIDION?
Actio	
Timin	

EPISODE # 008104

Production :

ADVENTURE TIME

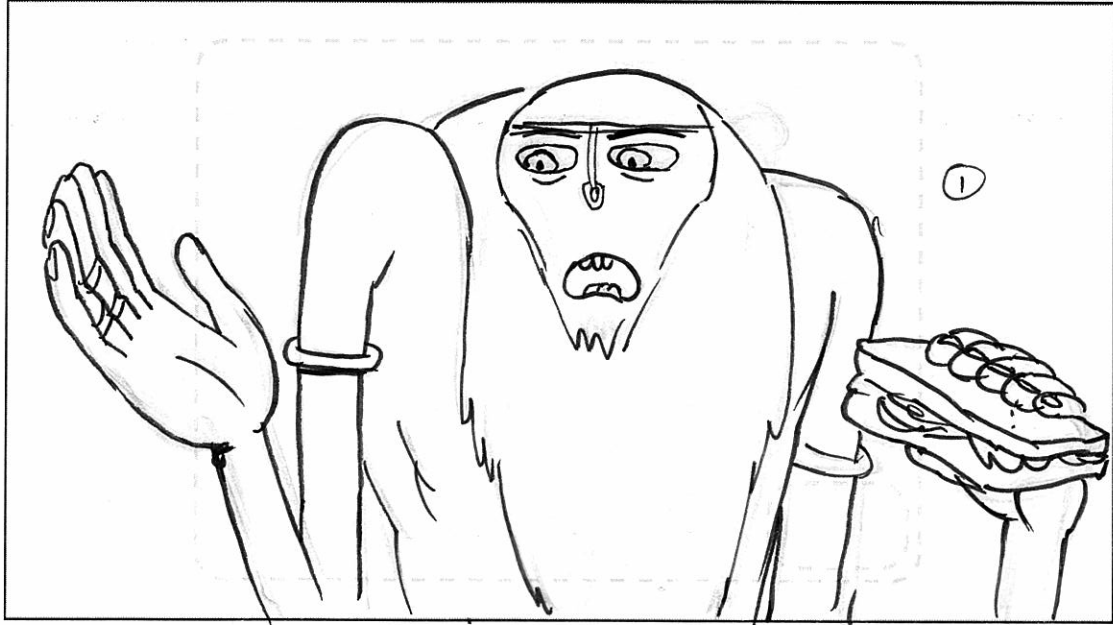


Sc. 90

Pnl. A

Bg.

day night

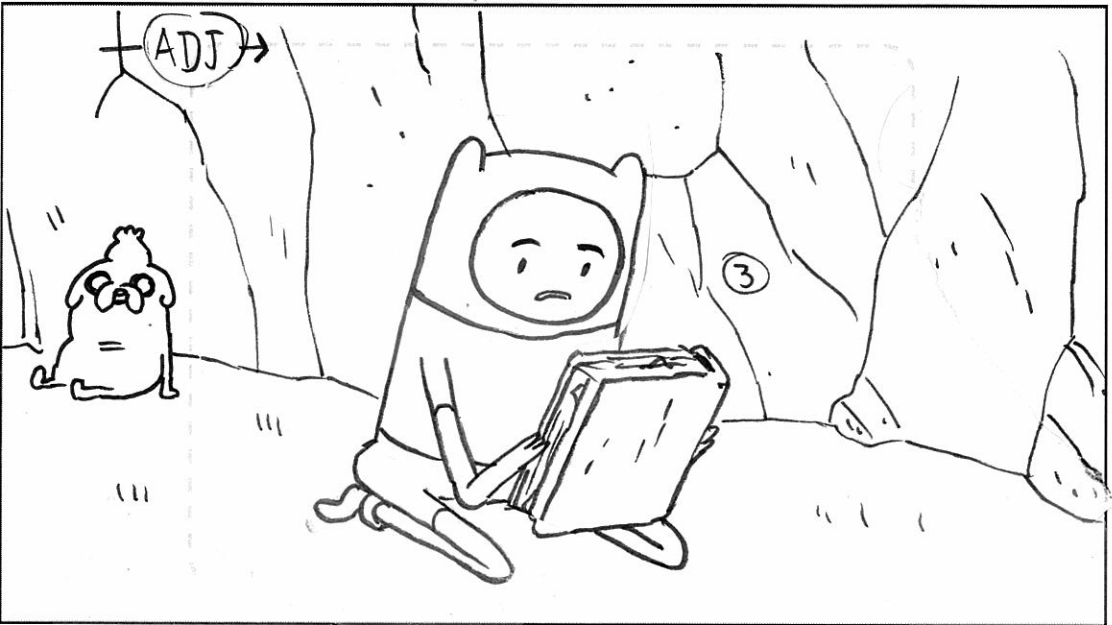


Sc. 91

Pnl. A

Bg.

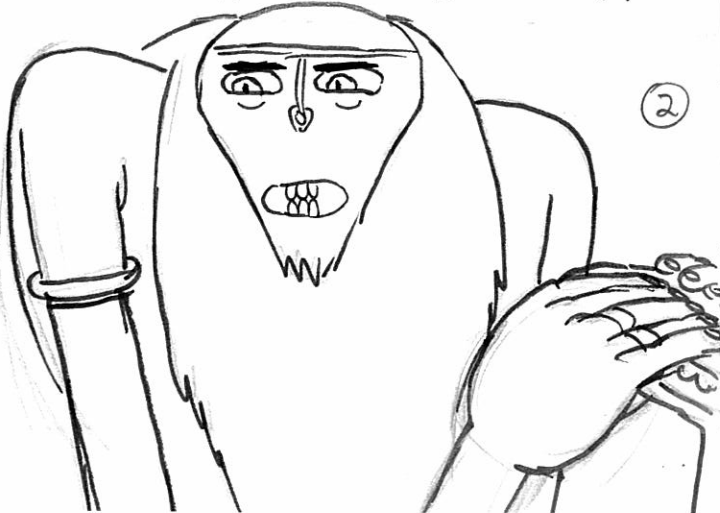
day night



Dialog: Billy: "The last owner must not have taken care of it very well as I found it in the mouth of a bear."

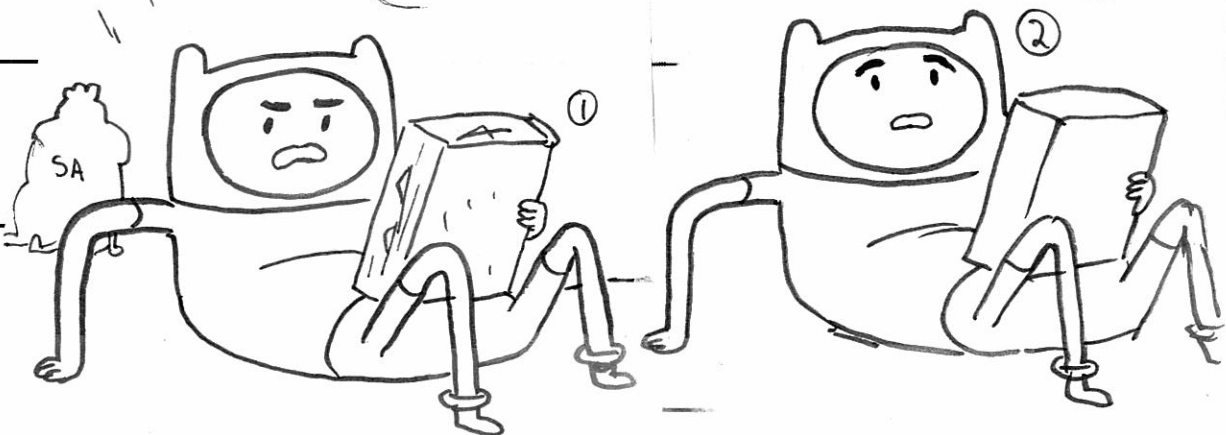
Action:

Timing



F: ⁽²⁾ WHU?

(-ADJ-) WITH FINN AS He sits up



008104
EPISODE #

ADVENTURE TIME

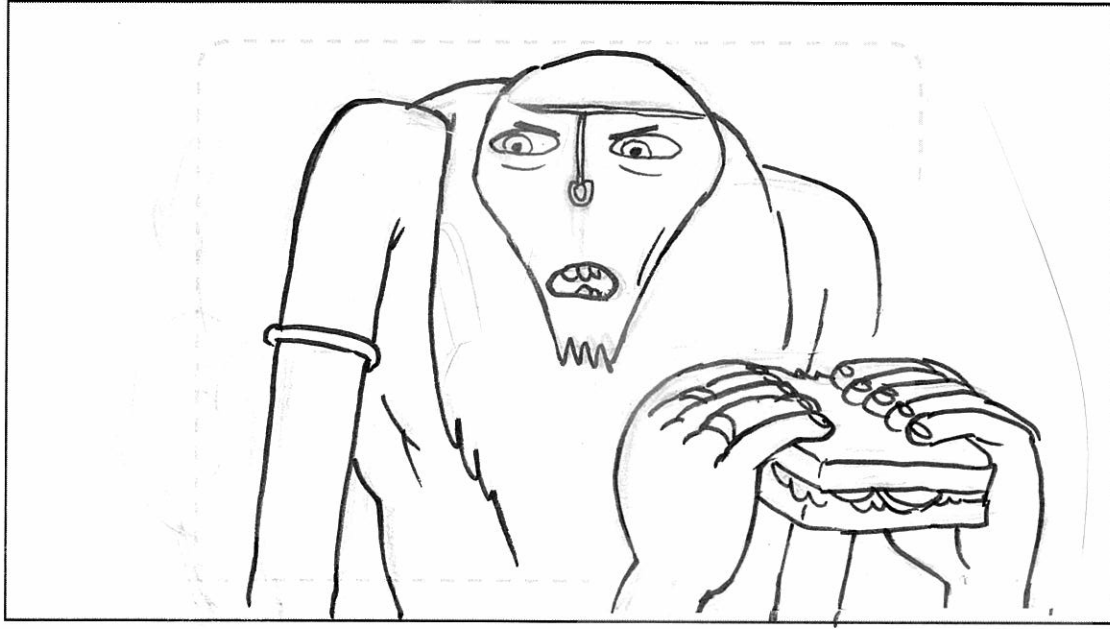


Sc. 92

Pnl. A

Bg.

day night

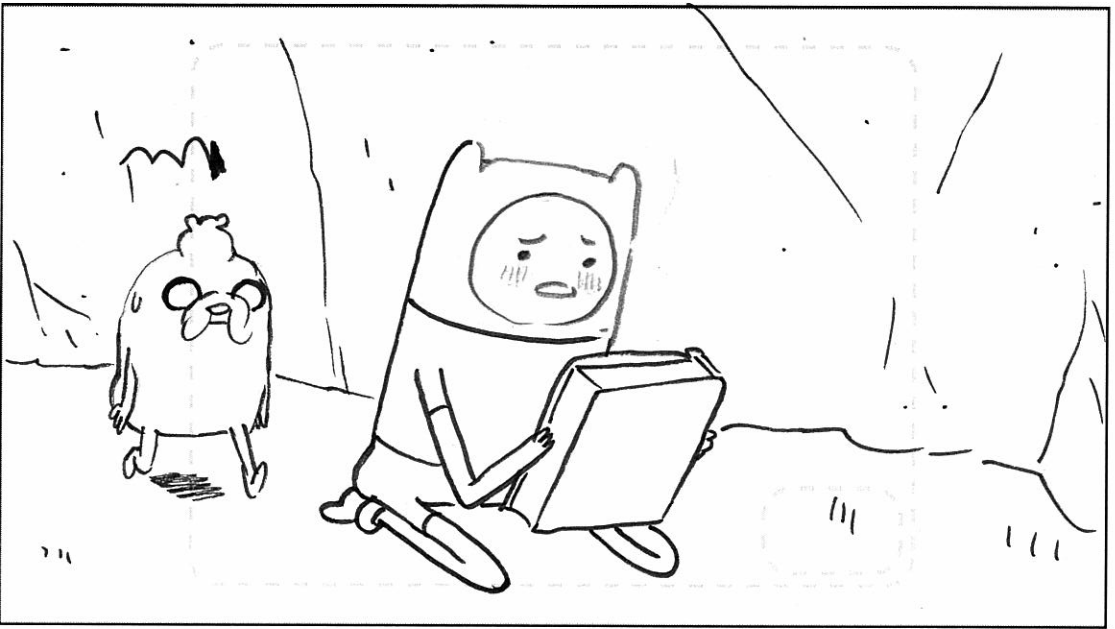


Sc. 93

Pnl. A

Bg.

day night



Dialog:

(B:) THAT BOOK IS REALLY IMPORTANT!

(EMBARRASSED)
(F:) ...REALLY

Action:

Timing:

008104

9

EPISODE #

Production :

ADVENTURE TIME

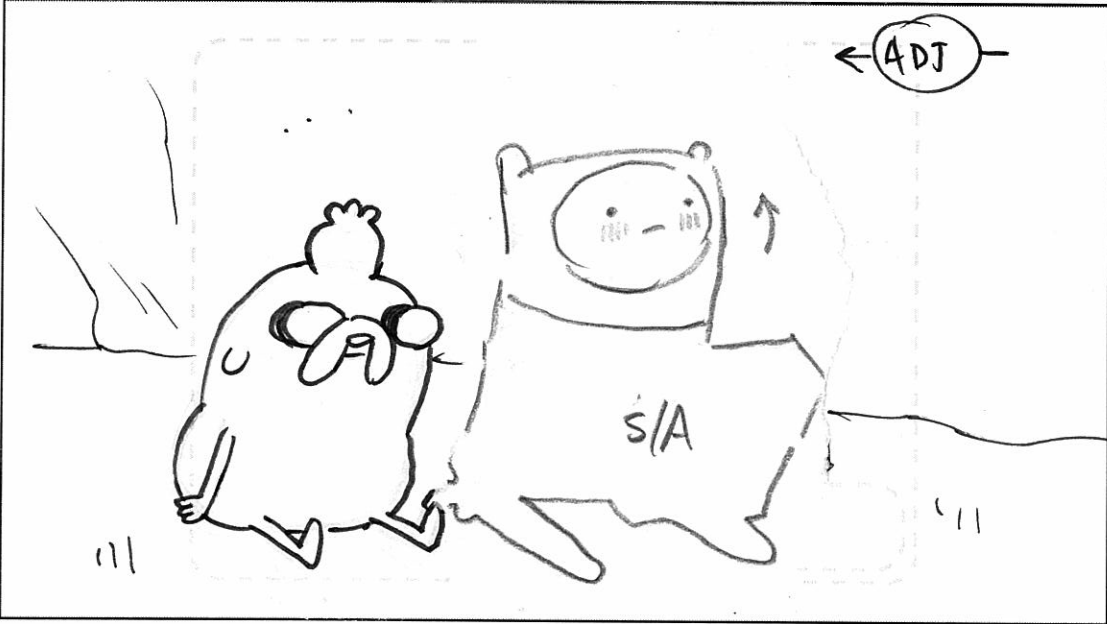


Sc. 93

Pnl. B

Bg.

day night



Sc. 94

Pnl. A

Bg.

day night



Dialog:

Billy (o/s):
... IT HAS MAGICAL POWERS

(B): TURN THE LITTLE SWORD
SIDEWAYS

Action:

ADJ AS JAKE SITS

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME



Sc. 94

Pnl. B

Bg.

day night

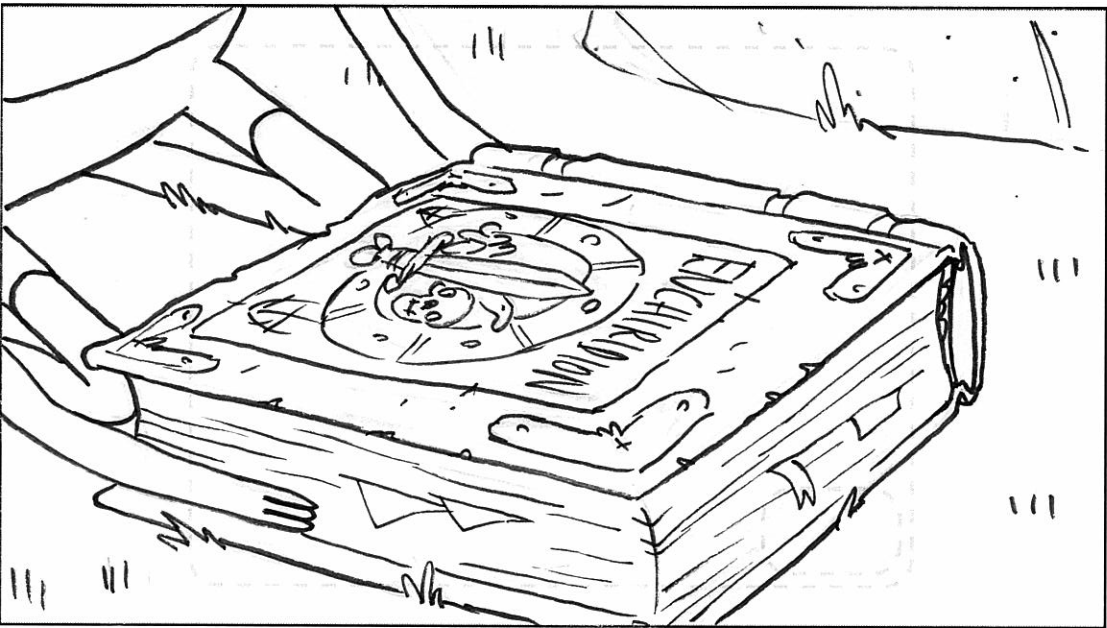


Sc. 95

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

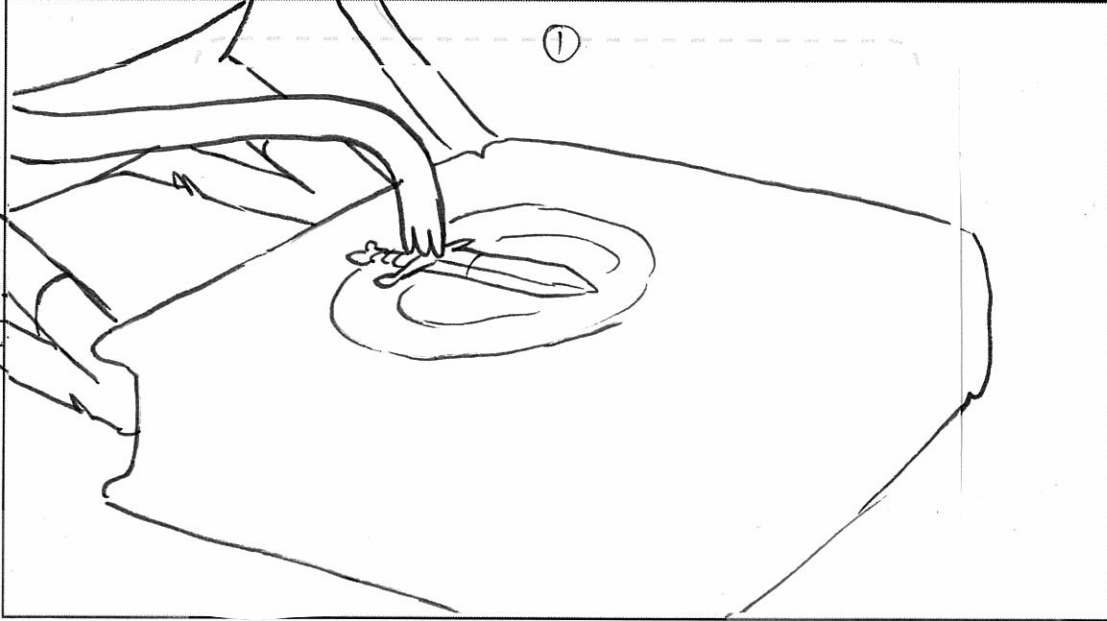


Sc. 95

Pnl. B

Bg.

day night

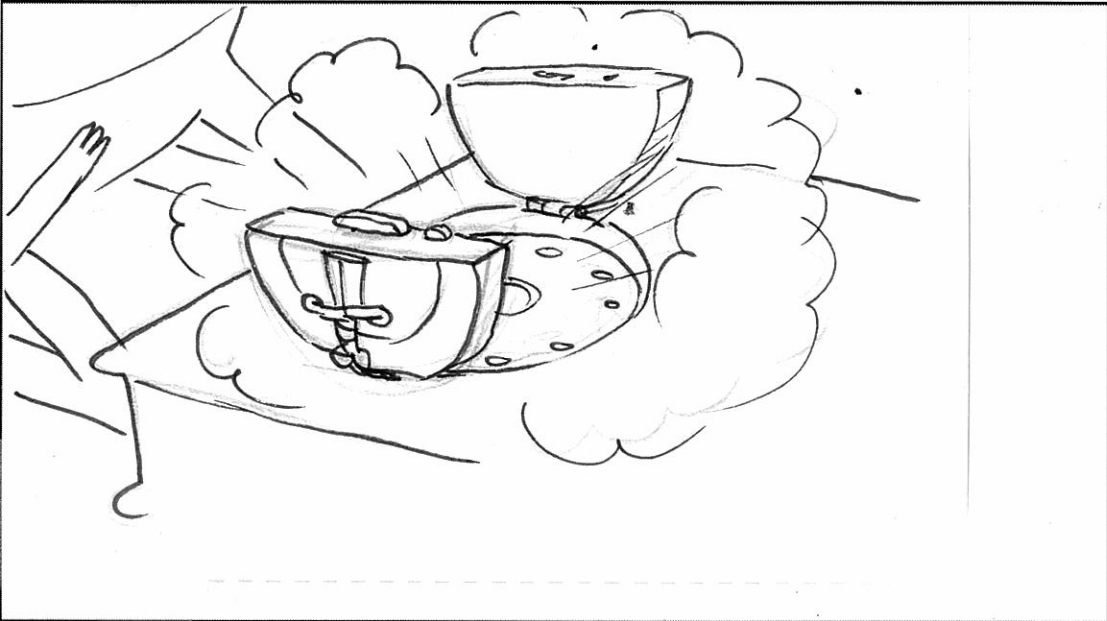


Sc. 95

Pnl. C

Bg.

day night



Dialog:

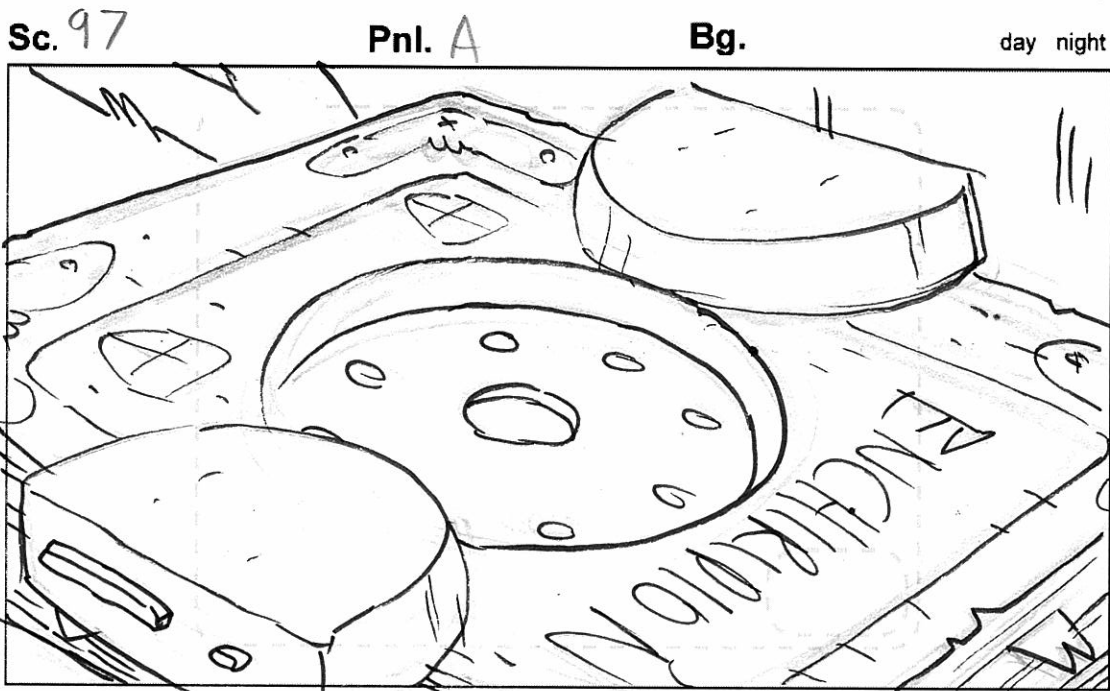
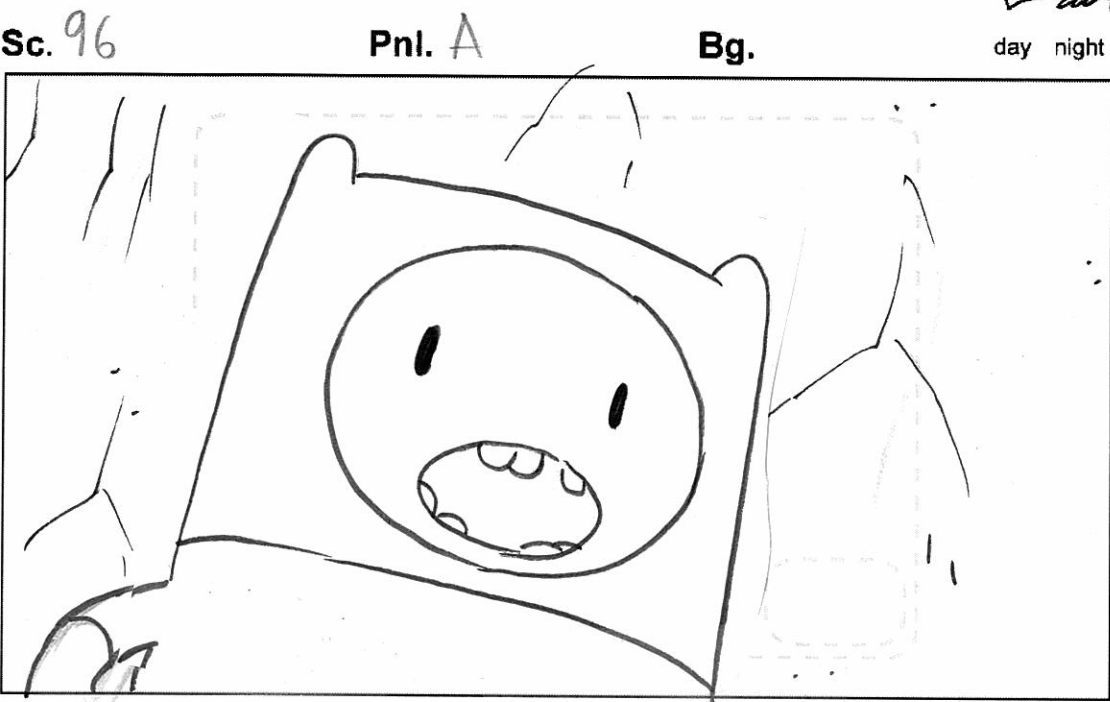


008104

EPISODE #

Production :

ADVENTURE TIME



Dialog:
<p>(F:) WOAH!</p> <p>* HUMMING noise</p>
Action:
Timing:

008104 3

EPISODE #

Production :

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ADVENTURE TIME



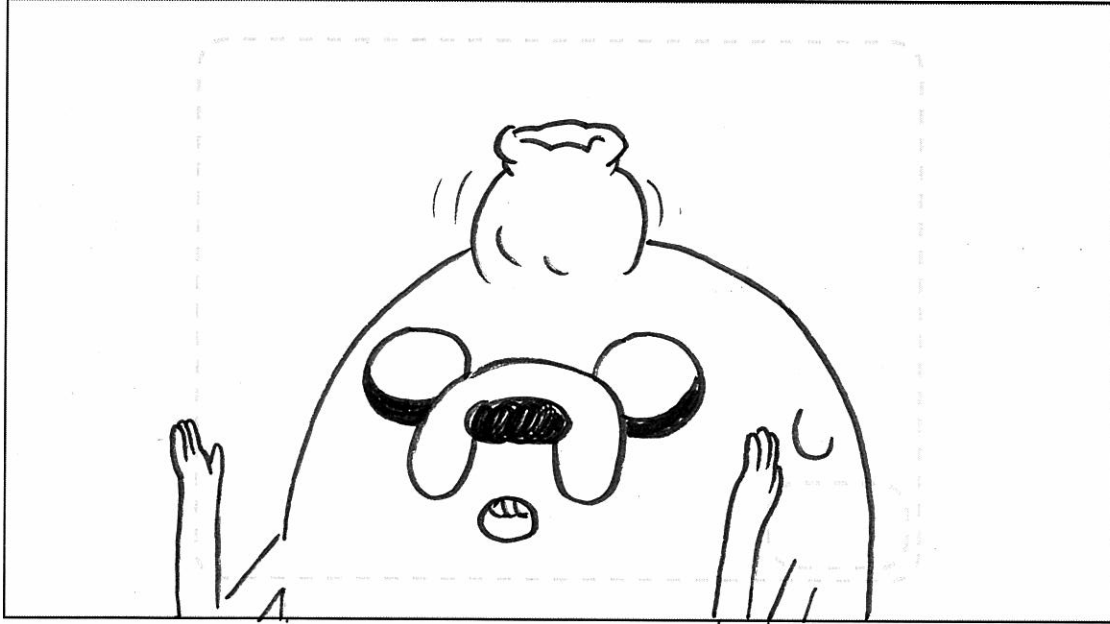
Page 105

Sc. 98

Pnl. A

Bg.

day night

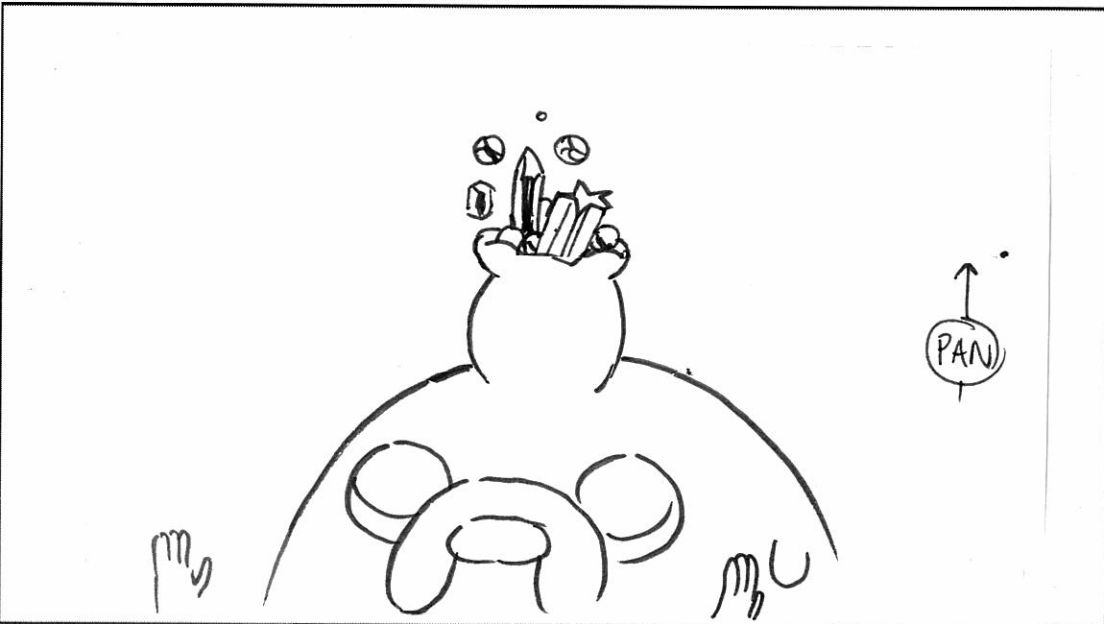


Sc. 98

Pnl. B

Bg.

day night



Dialog:

(J:) 00000 H H

SFX * HUMMING

Action:

Timing:



PAN up with FLOATING GEMS

008104

EPISODE #

Production :

ADVENTURE TIME

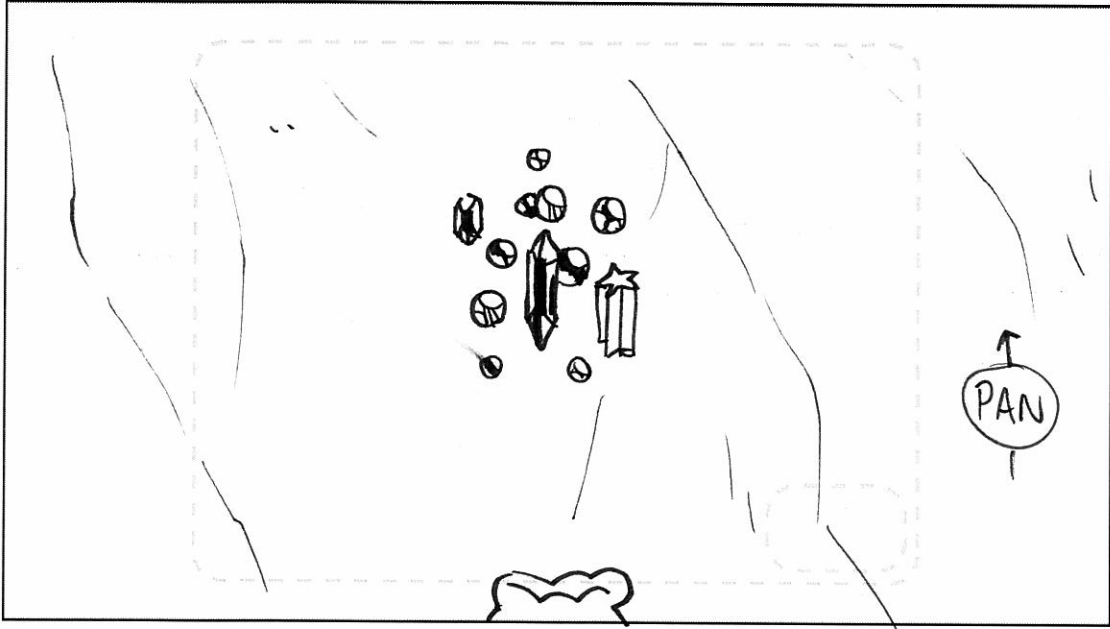


Sc. 98

Pnl. C

Bg.

day night

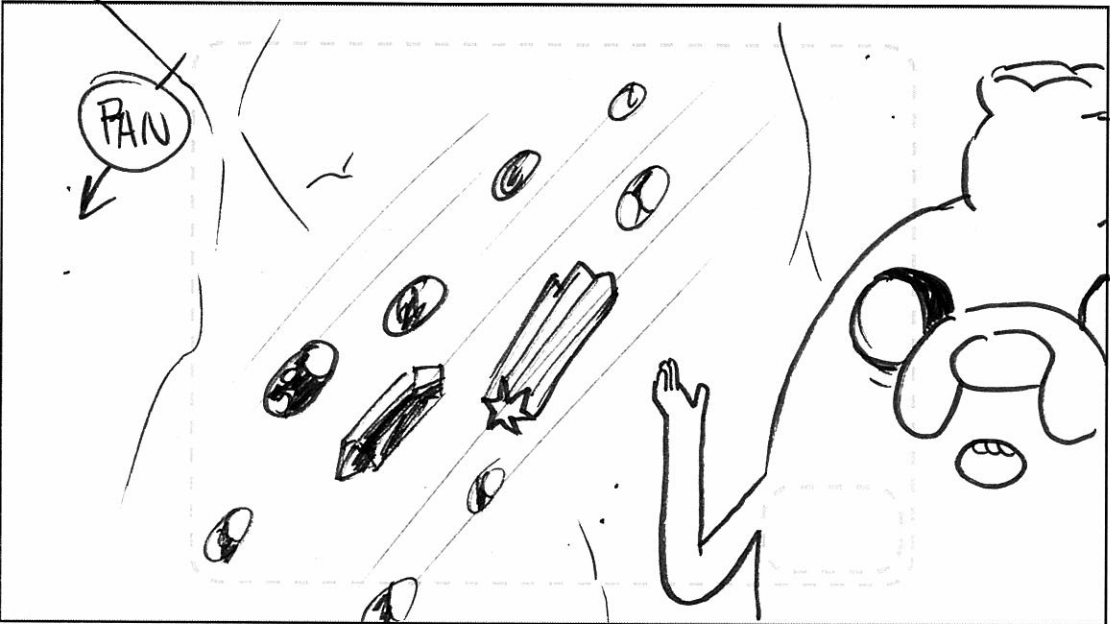


Sc. 98

Pnl. D

Bg.

day night



Dialog:	
Action:	PAN UP WITH FLOATING GEMS (GEMS HOVERING)
Timing:	(PAN WITH GEMS AS they SHOOT TOWARD BOOK)

008104
5
EPISODE #
Production :

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ADVENTURE TIME



Page 107

Sc.	Pnl.	Bg.	Rn	day	night					
						Dialog:				
						Action:				
						Timing:				

Production : 008104 EPISODE #

ADVENTURE TIME

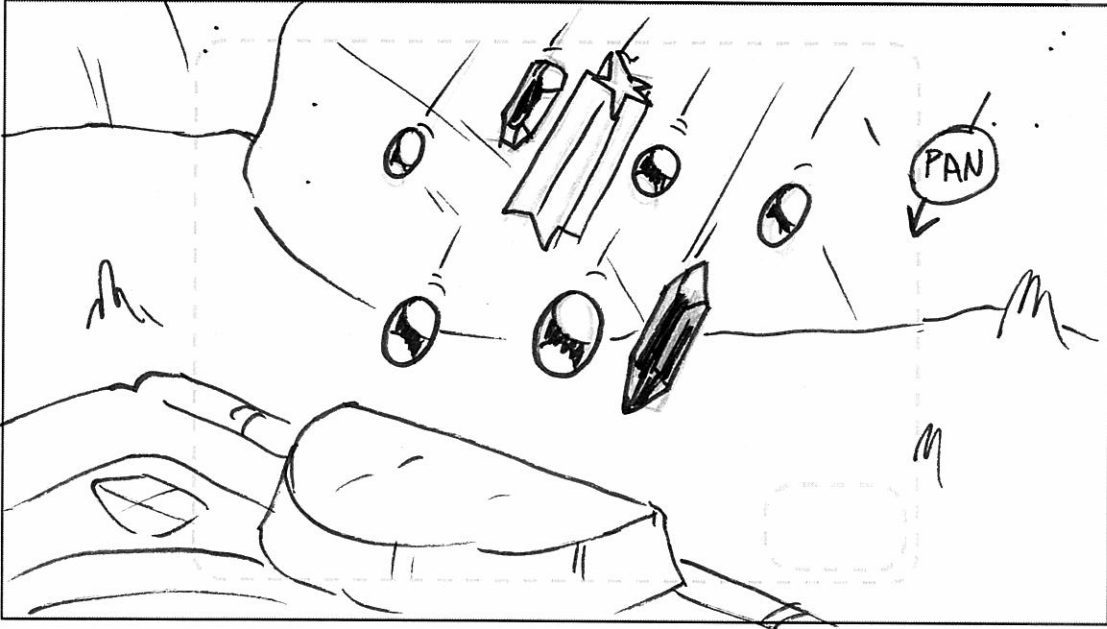


Sc. 99

Pnl. A

Bg.

day night

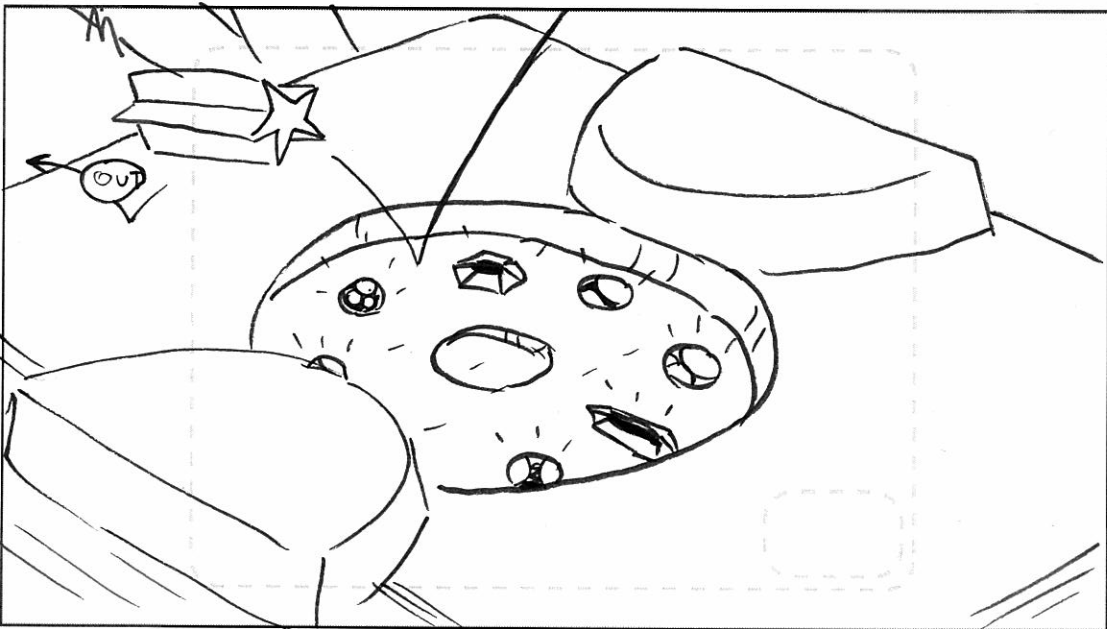


Sc. 99

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

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Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day night	Sc.	Pnl.	Bg.	day night
Dialog:							
Action:							
Timing:							

008104

18

EPISODE #

Production :

ADVENTURE TIME



Page 110

Sc. 99

Pnl. C

Ba.

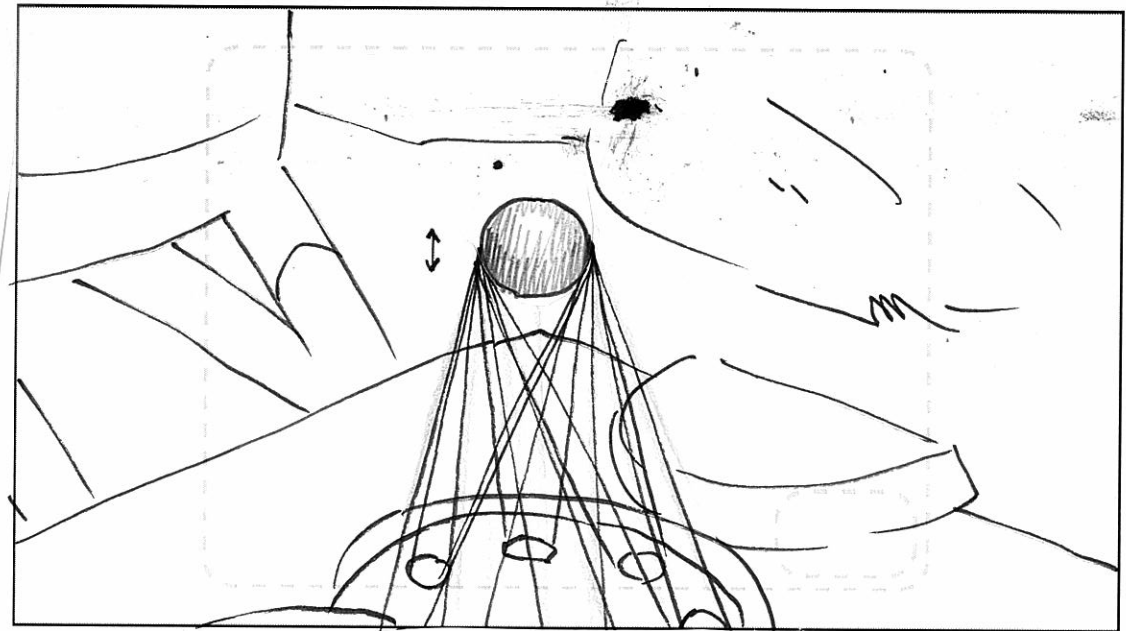
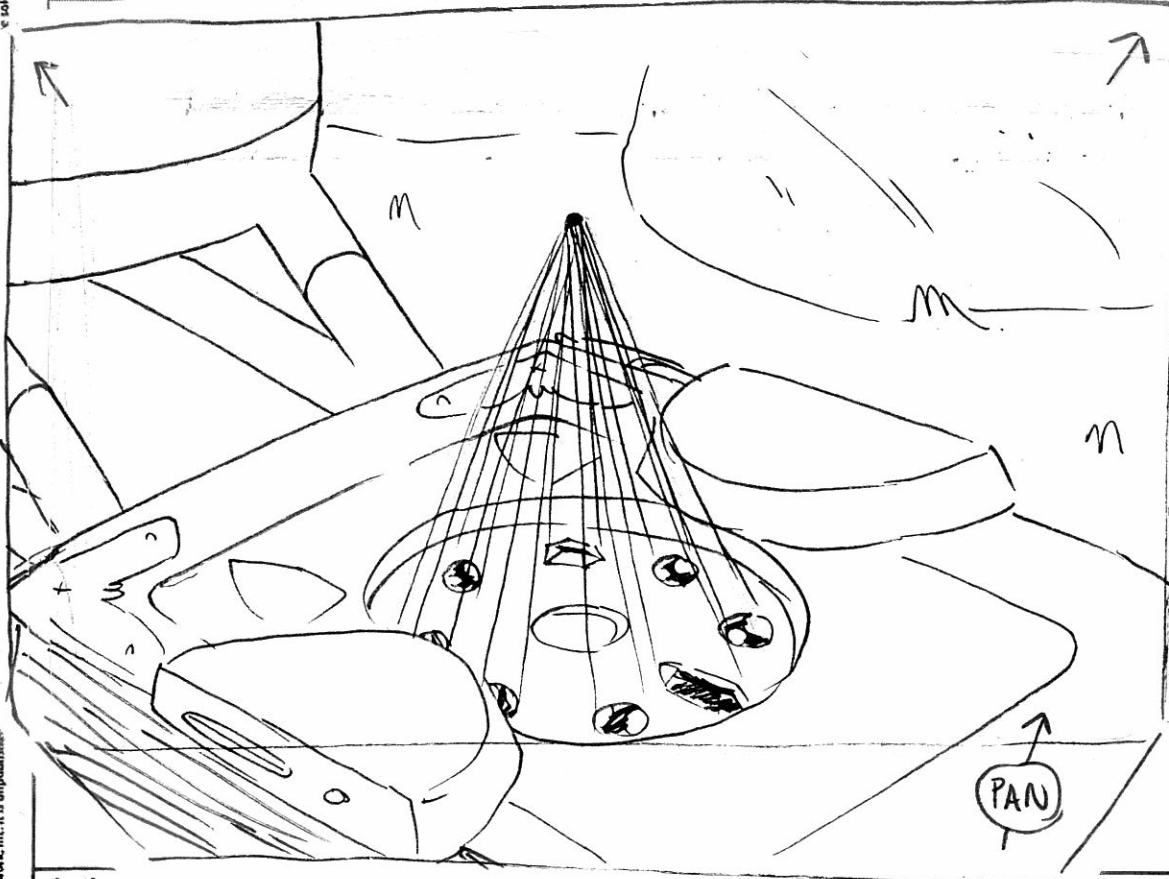
day night

Sc. 99

Pnl. D

Bg.

day night



SFX* WOOM

Action:

(PAN UP + ZOOM OUT) EACH Gem SHoots
A BEAM

((CGI BALL?)) BALL Hovers + TURNS

Timing:

SFX * Bee oo

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EPISODE #

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ADVENTURE TIME

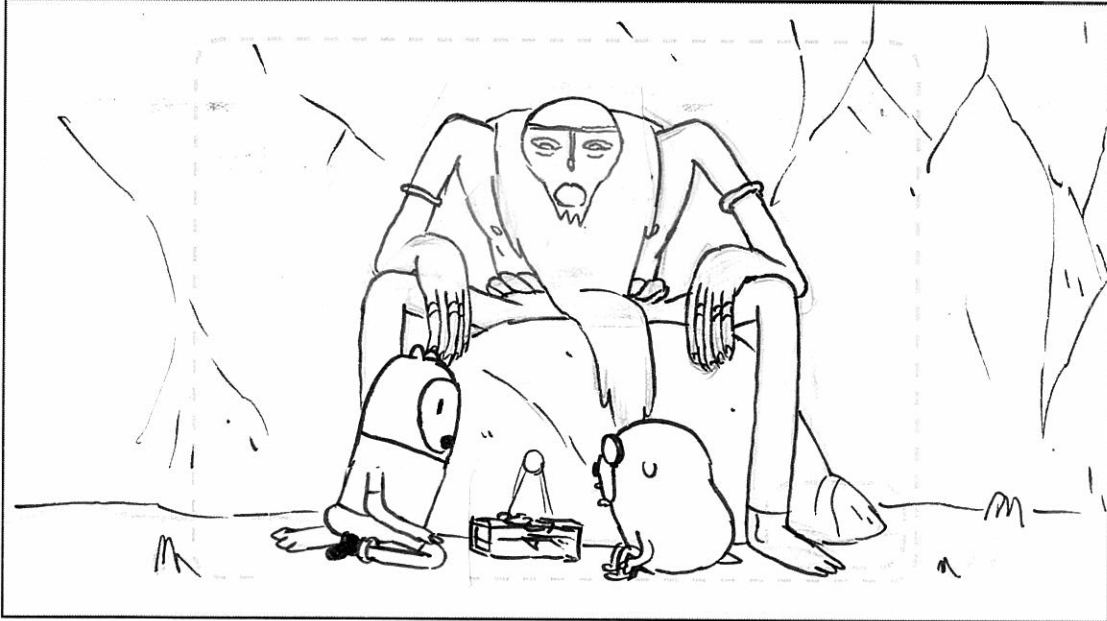


Sc. 100

Pnl. A

Bg.

day night

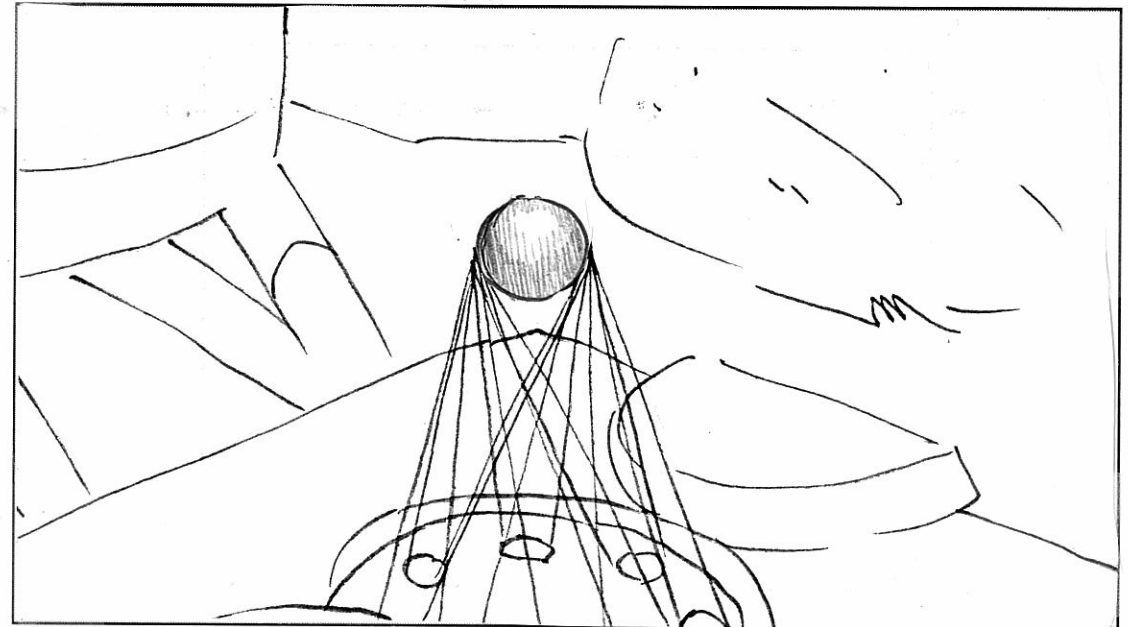


Sc. 101

Pnl. A

Bg.

day night



Dialog:
(B) EXHIBEO CARNOTUM ALT: SHOW CHART
Action:
Timing:

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EPISODE #
Production :

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ADVENTURE TIME



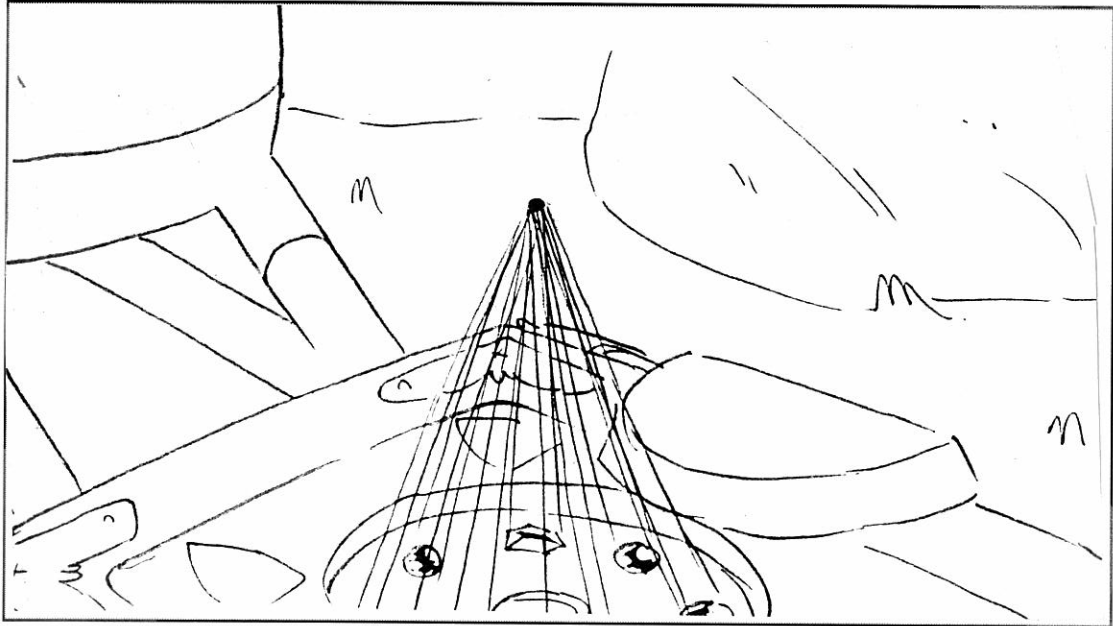
Page 112

Sc. 101

Pnl. B

Bg.

day night

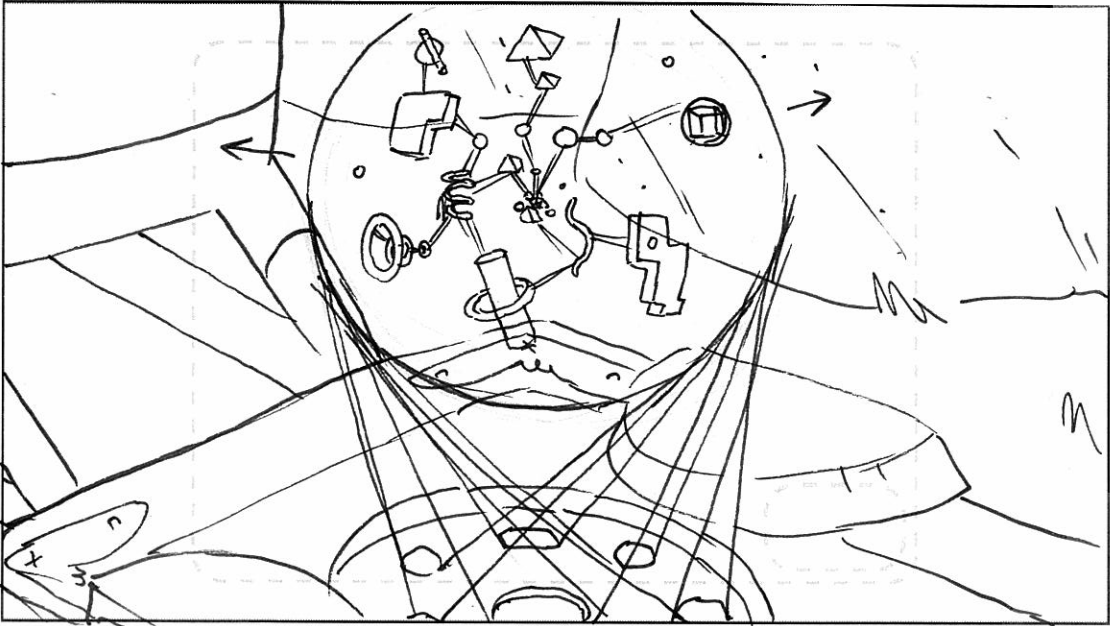


Sc. 101

Pnl. C

Bg.

day night



Dialog:

Action:

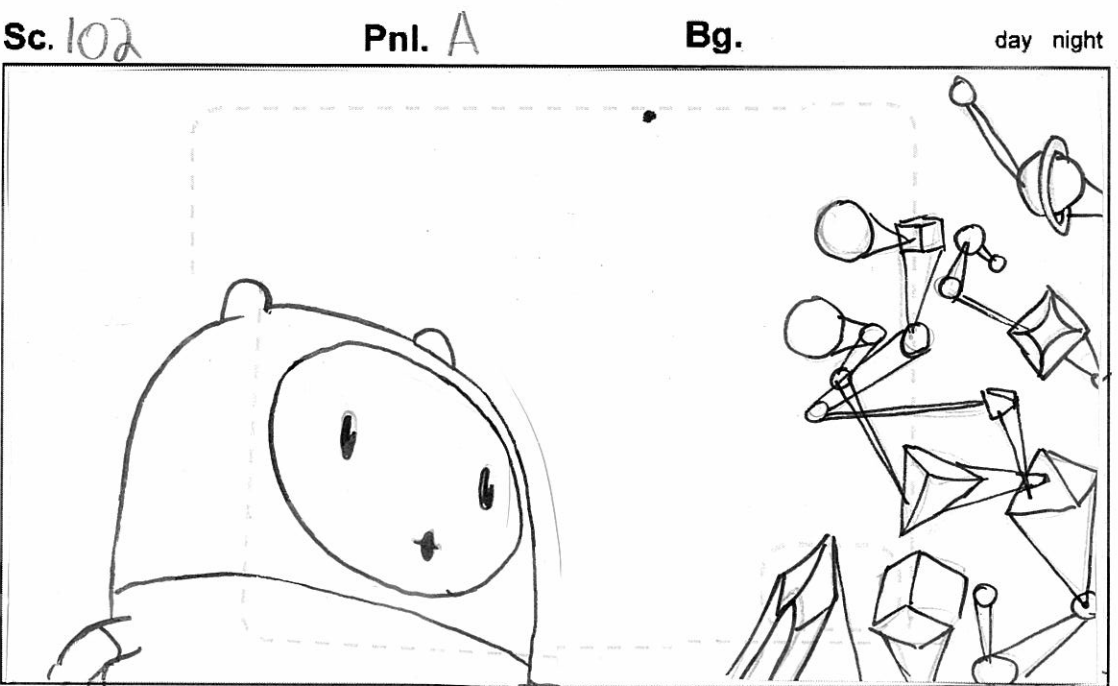
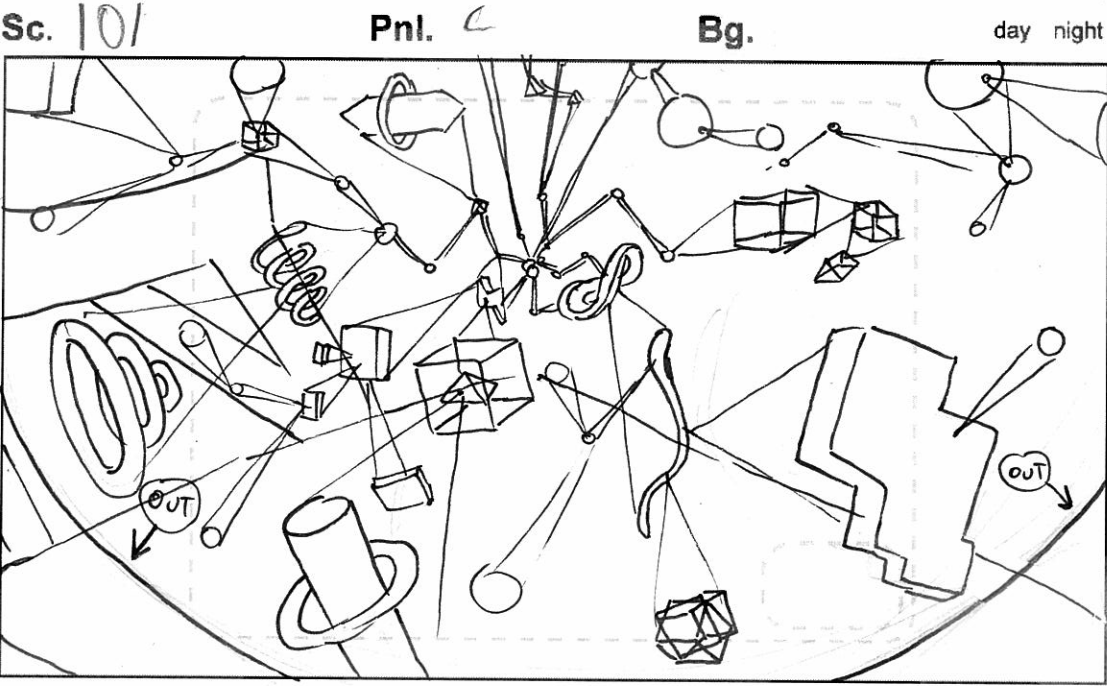
Timing:

21
EPISODE # 008104

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

008104
EPISODE #
Production :

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ADVENTURE TIME



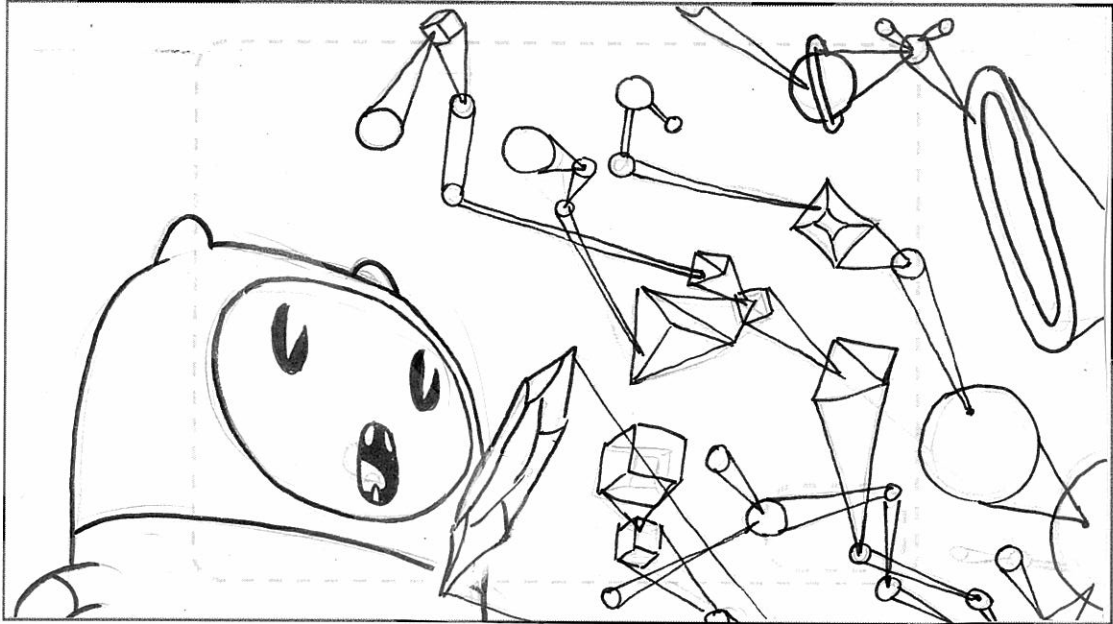
Page 114

Sc. 102

Pnl. B

Bg.

day night

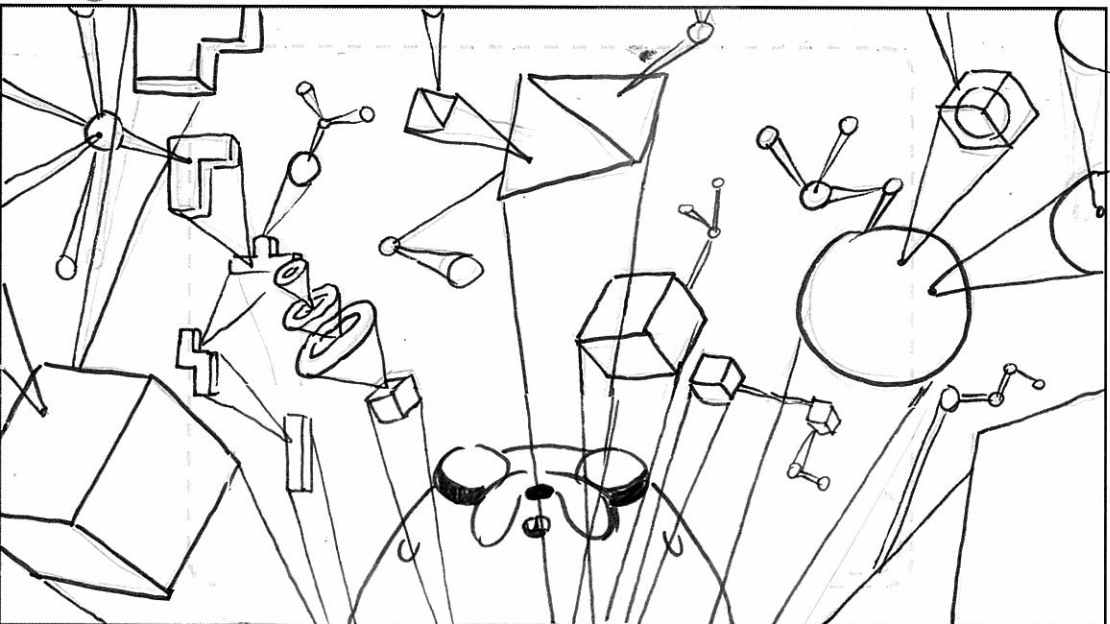


Sc. 103

Pnl. A

Bg.

day night



Dialog:

(F:) WOA H

(J:) COOL

Action:

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

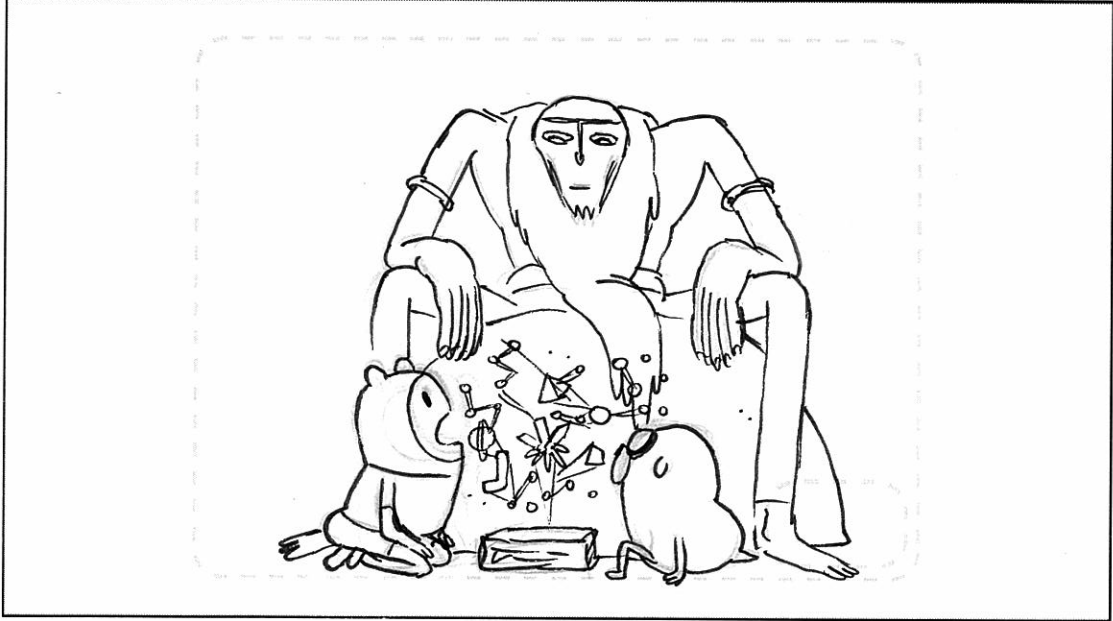


Sc. 104

Pnl. A

Bg.

day night

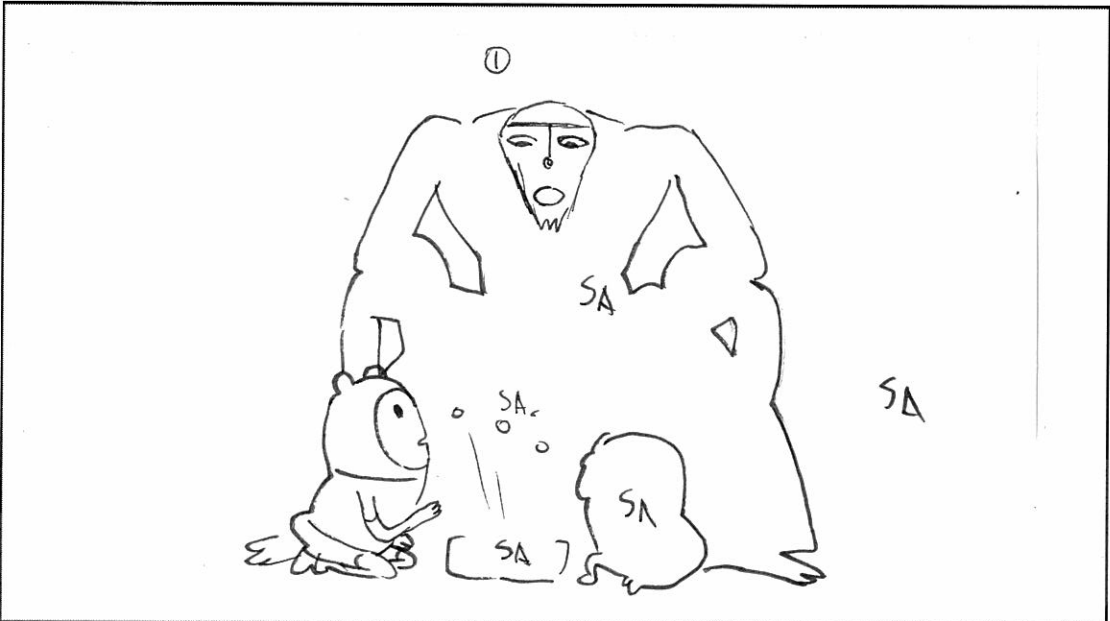


Sc. 104

Pnl. B

Bg.

day night



Dialog:

F: WHAT IS THIS STUFF?

B: ① HOLD ON

Action:



(HAND PASSES THROUGH SHAPE)



Timing:

008104

EPISODE #

Production :

ADVENTURE TIME



Page 116

Sc. 105

Pnl. A

Bg.

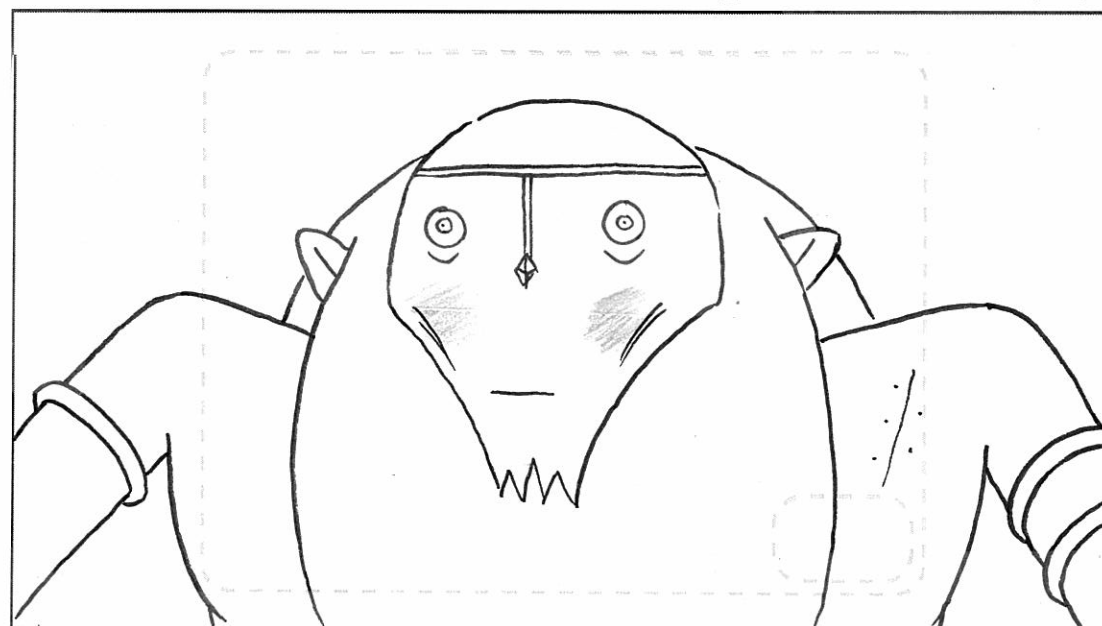
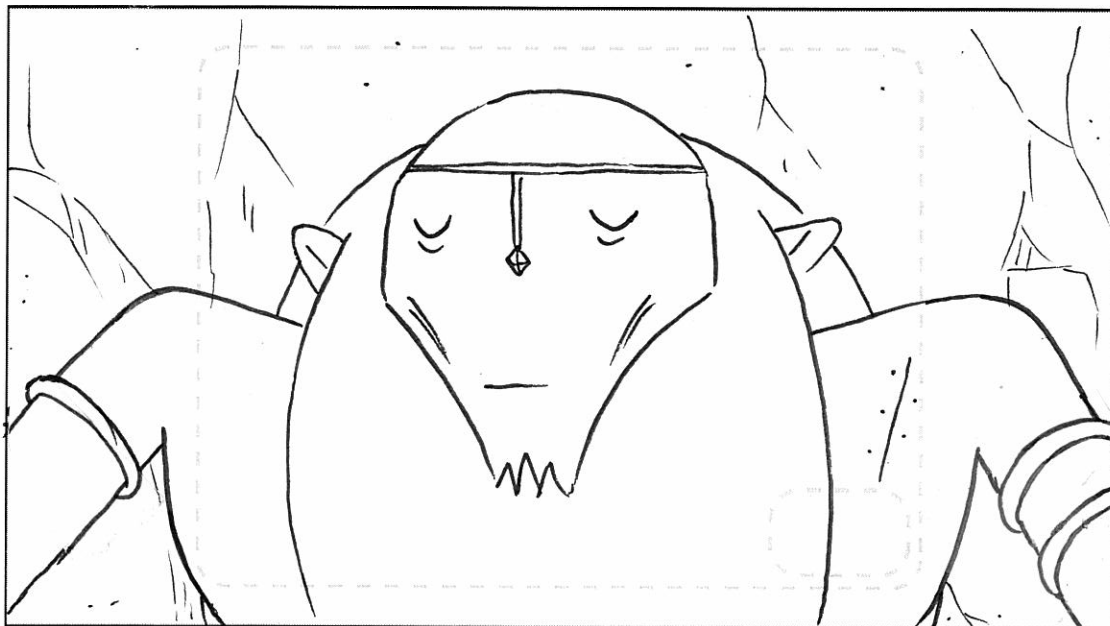
day night

Sc. 105

Pnl. B

Bg.

day night



Dialog:

(B) M M M M M M M M M M M M M M N N N N

Action:**Timing:**

008104

EPISODE #

Production :

ADVENTURE TIME

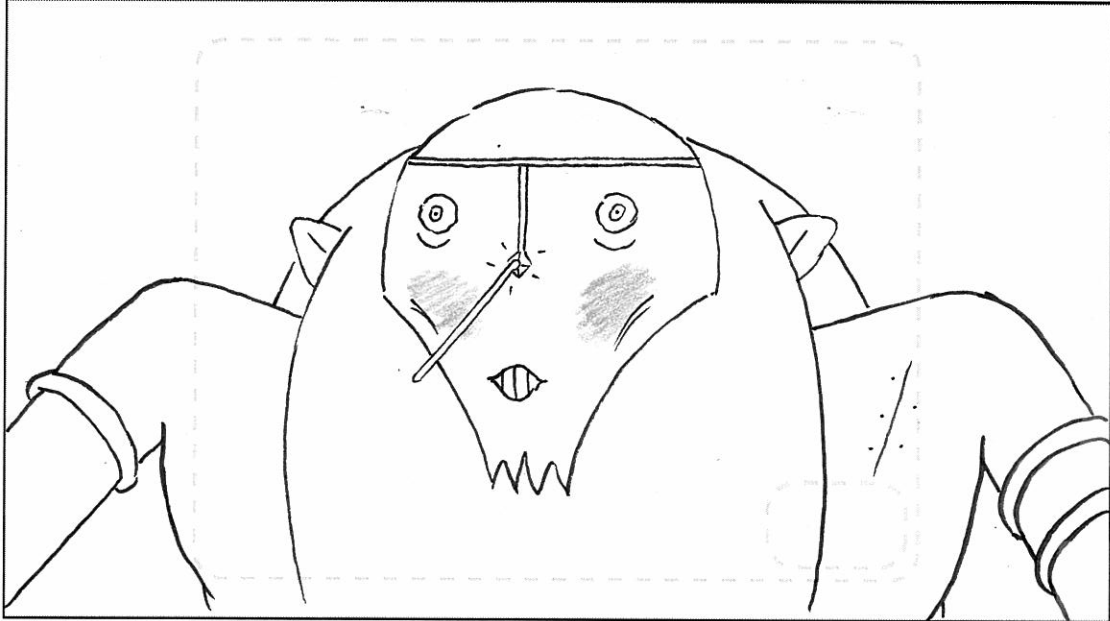


Sc. 105

Pnl. C

Bg.

day night

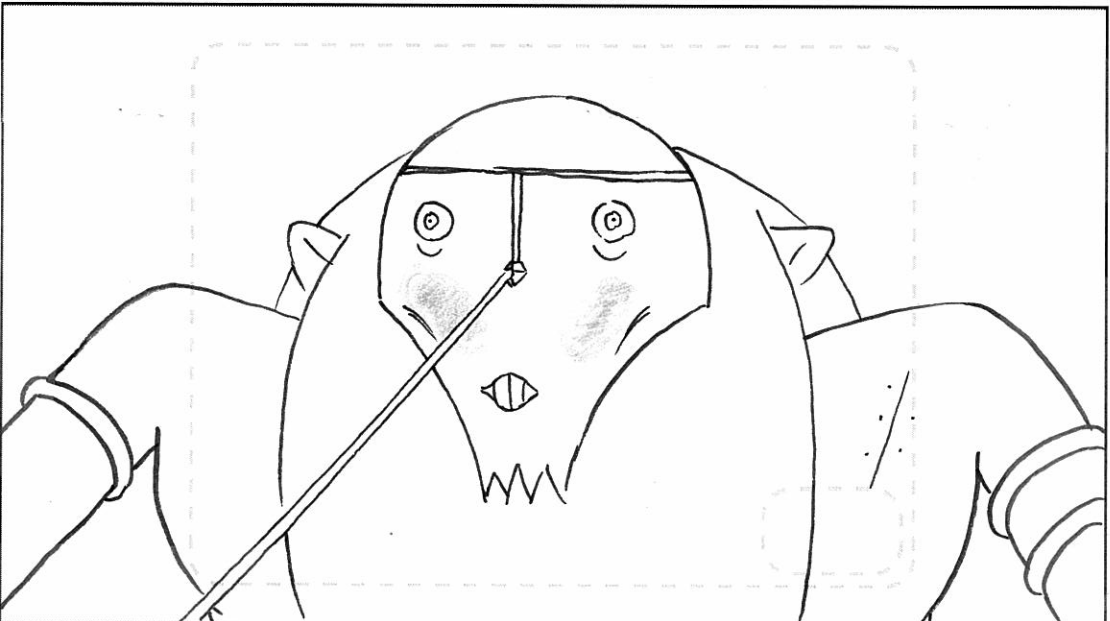


Sc. 105

Pnl. D

Bg.

day night



Dialog:	
NEEEEEEEEEEE H H H H H H H H H h h h h	
SFX * Beoot	
Action:	
(LASER COMES OUT SLOWLY)	
Timing:	
(SLOWER THAN A NORMAL LASER)	

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ADVENTURE TIME

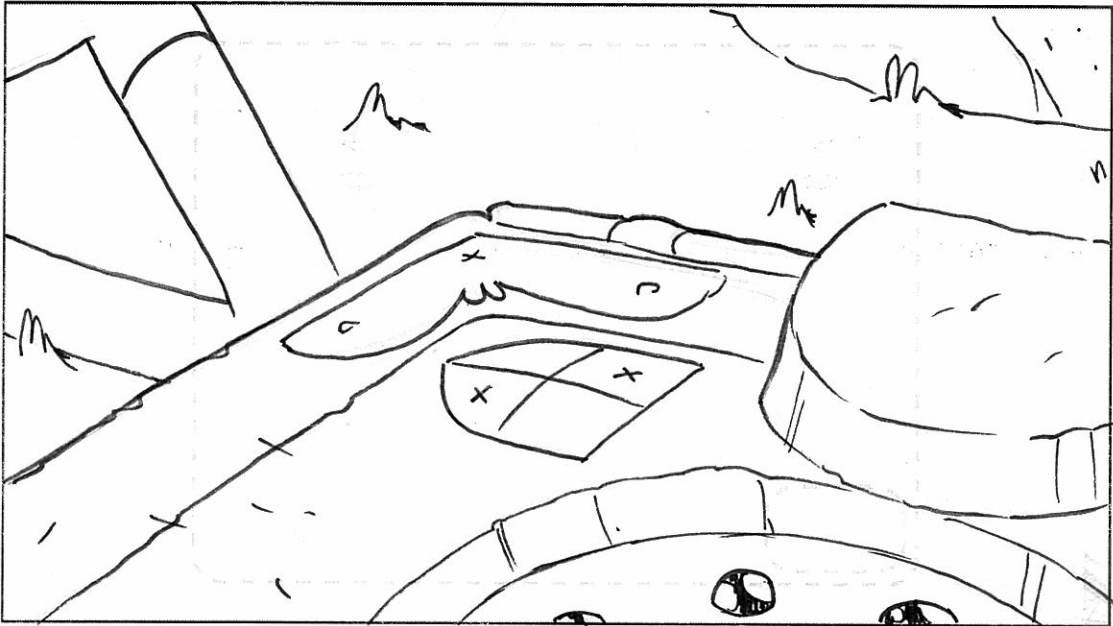


Sc. 106

Pnl. A

Bg.

day night

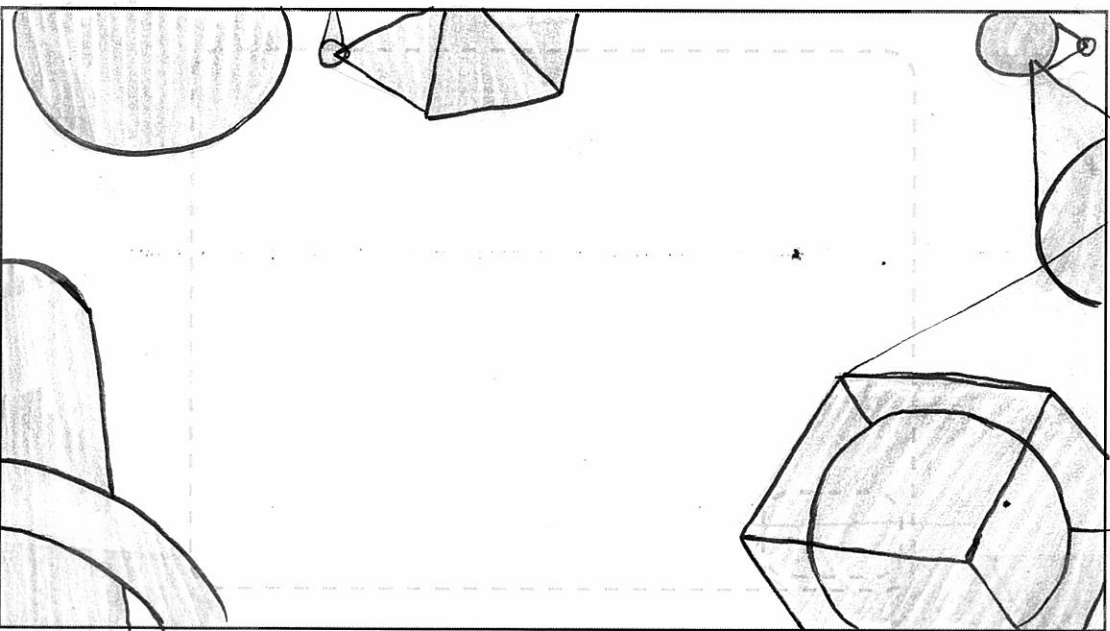


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

(TRANSLUCENT OVERLAY)

008104
EPISODE #
Production :

ADVENTURE TIME

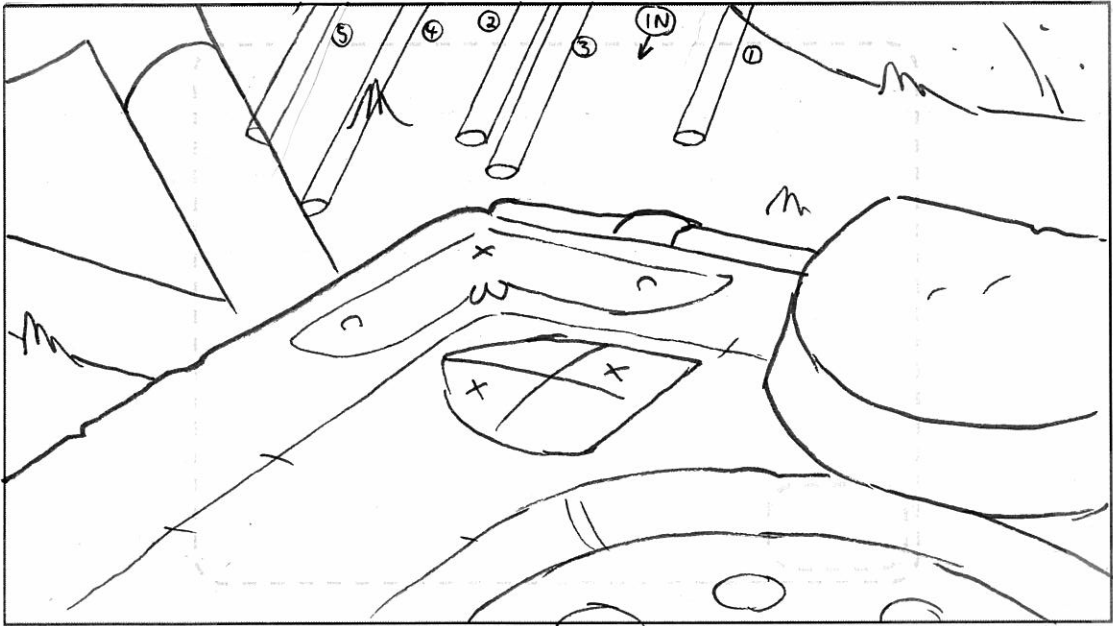


Sc. 106

Pnl. B

Bg.

day night

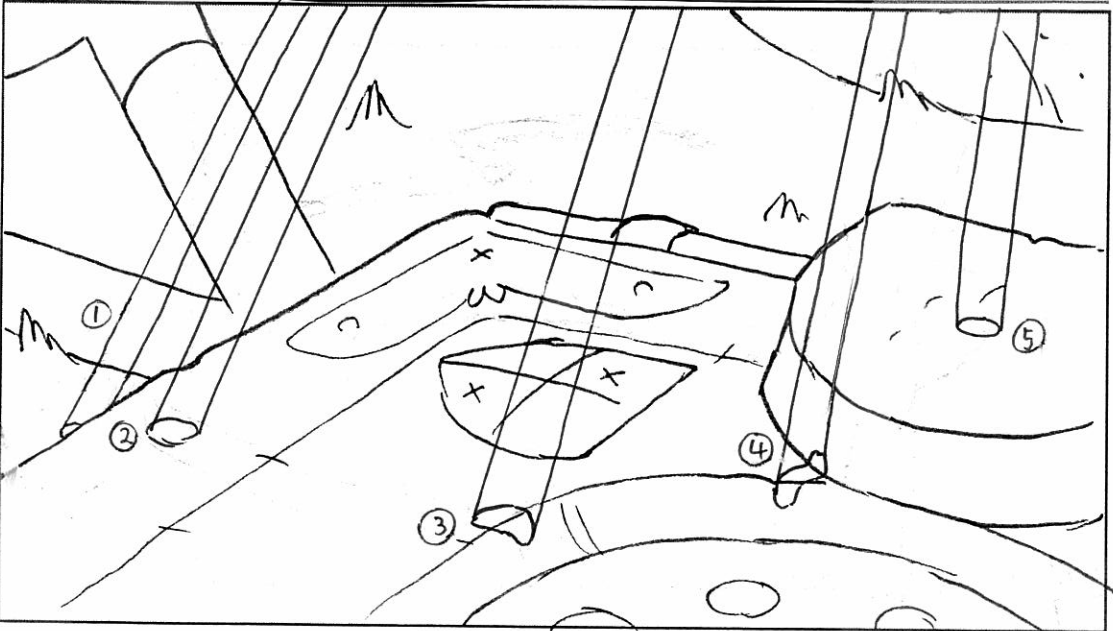


Sc. 106

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



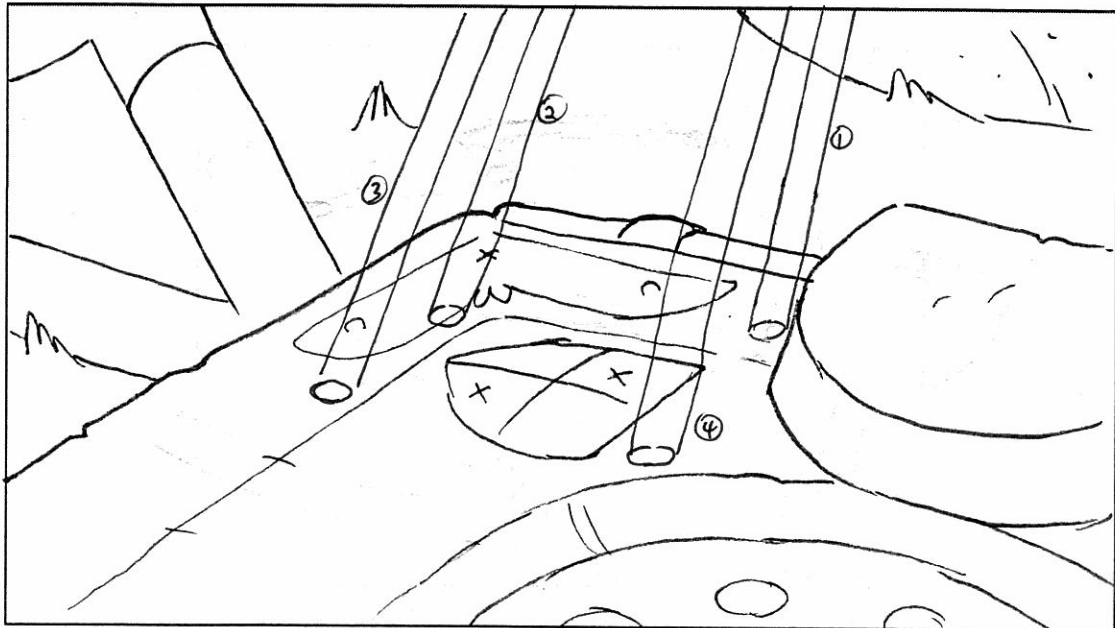
Page 120

Sc. 106

Pnl. D

Bg.

day night

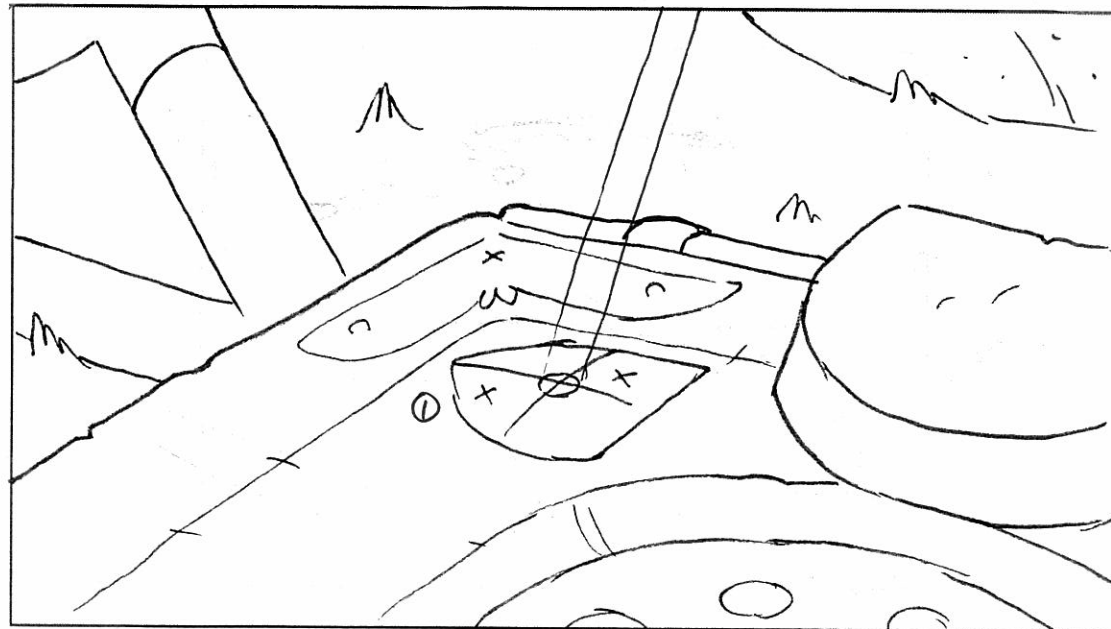


Sc. 106

Pnl. E

Bg.

day night



Dialog:

② * BYOOM
SFX

Action:

②



(Lines Glow)

Timing:

EPISODE #

29
008104

Production :

ADVENTURE TIME



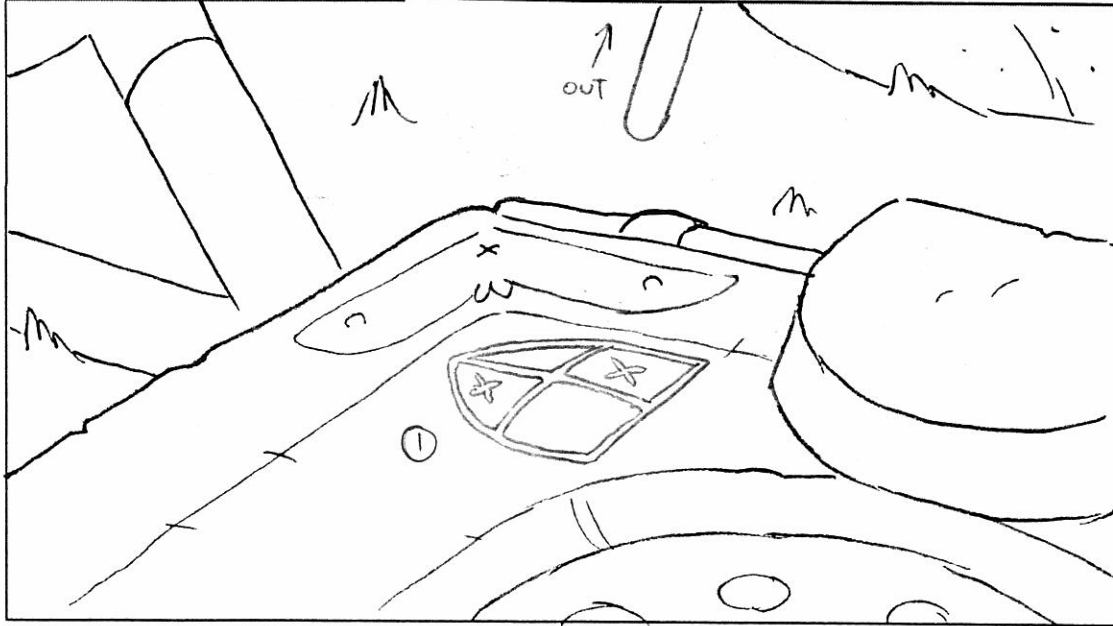
Page 121

Sc. 106

Pnl. F

Bg.

day night

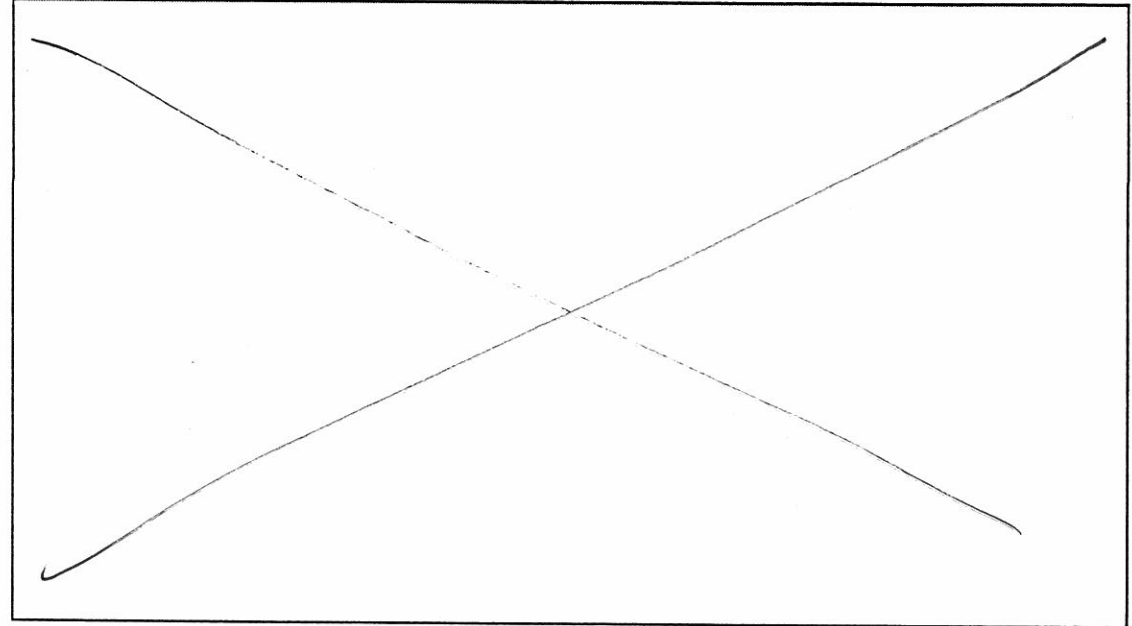


Sc.

Pnl.

Bg.

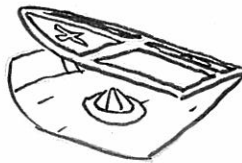
day night



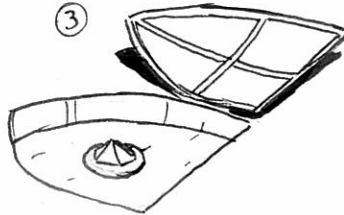
Dialog:

Action:

②



③



Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

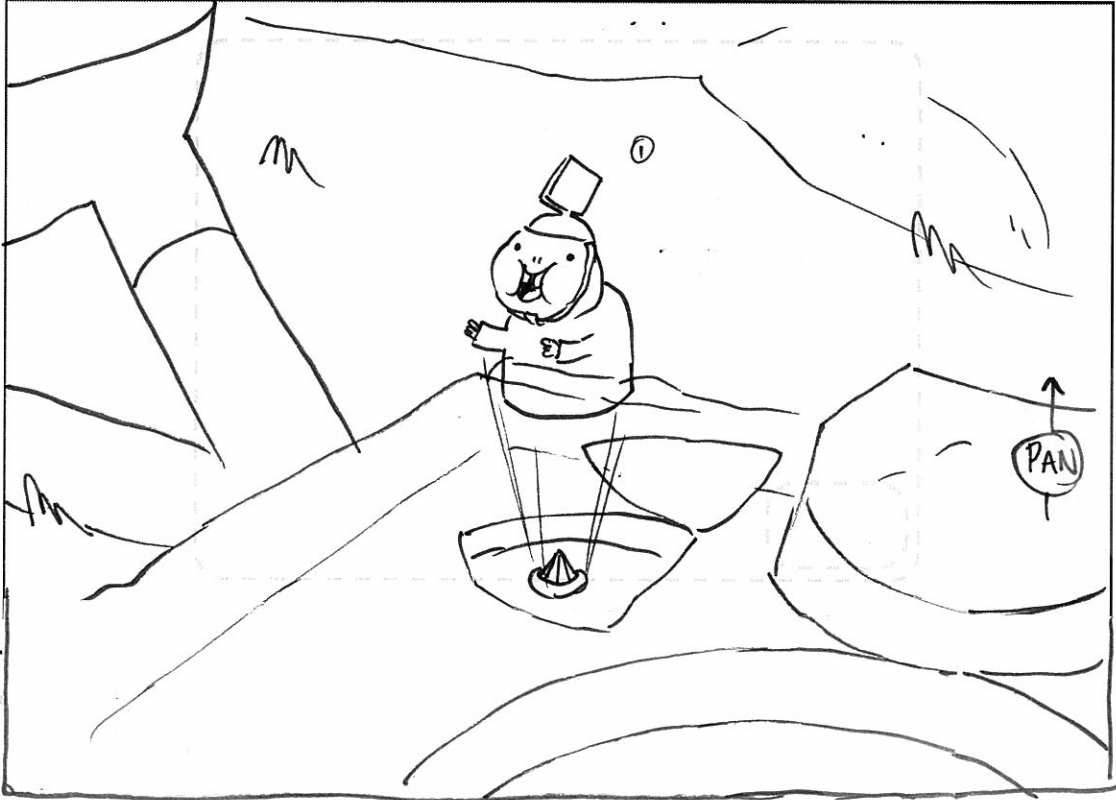


Sc. 106

Pnl. G

Bg.

day night

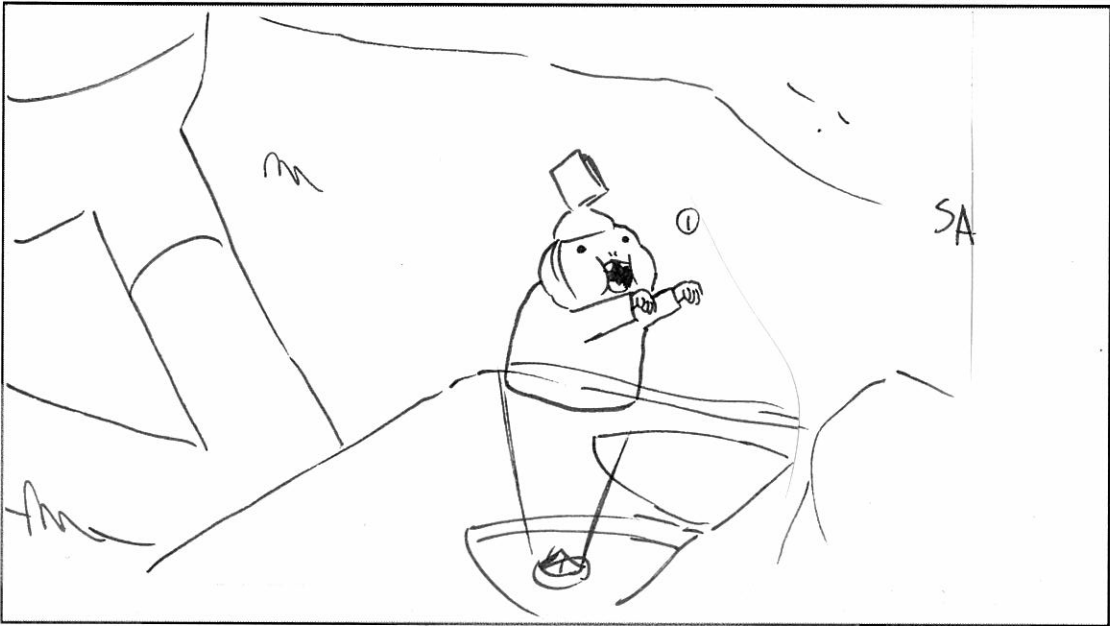


Sc. 106

Pnl. H

Bg.

day night



(Booko: ① WHAT you see HERE is A MAP OF ② THE MULTIVERSE

Action: (Booko: ① HI, I'M Booko! ②

Timing:



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ADVENTURE TIME

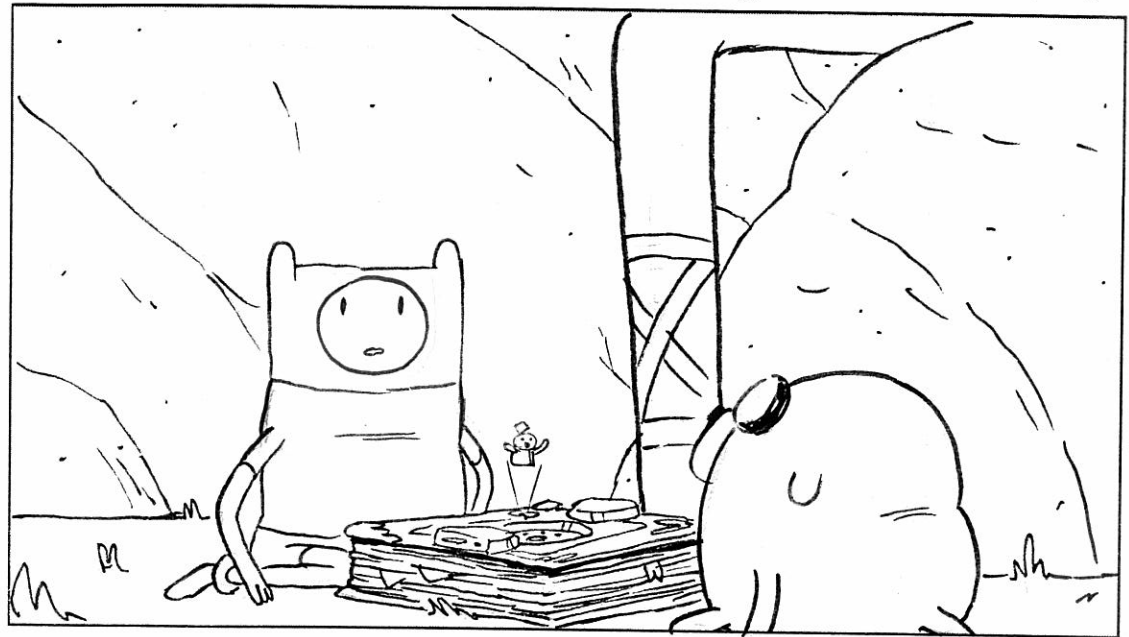


Sc. 107

Pnl. A

Bg.

day night

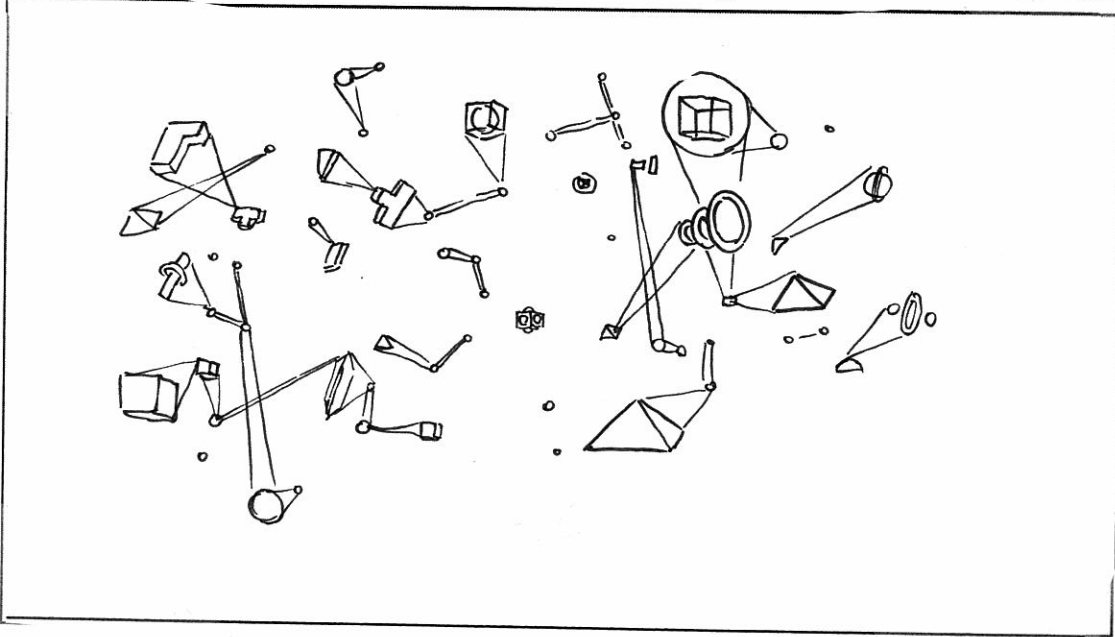


Sc.

Pnl.

Bg.

day night



Dialog:

(BK:) IT SHOWS ALL THE KNOWN DIMENSIONS
AND THE LINKS BETWEEN EACH OF THEM

Action:



(TRANSLUCENT OVERLAY)

Timing:

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ADVENTURE TIME

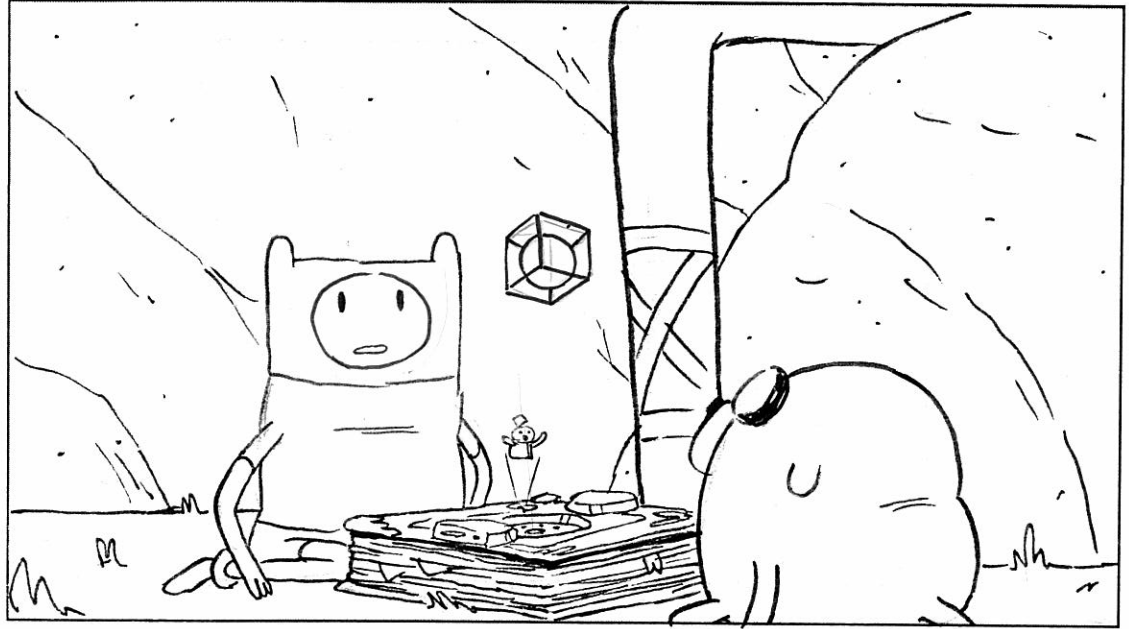


Sc. 107

Pnl. B

Bg.

day night

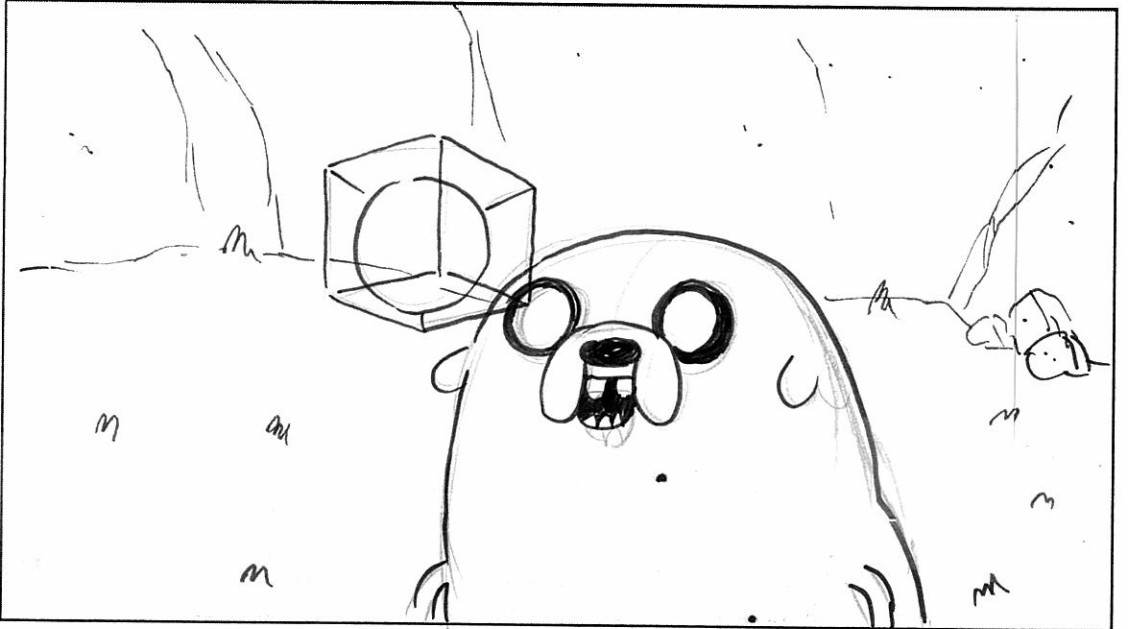


Sc. 108

Pnl. A

Bg.

day night



Dialog:

(BK:) THIS IS THE DIMENSION THAT
CONTAINS THE UNIVERSE IN
WHICH WE CURRENTLY RESIDE—

Action:

(J:) ENHANCE!
(interrupting)

Timing:

DON'T THINK
THERE'S ENOUGH
TIME FOR
THIS JOKE

008104

EPISODE #

Production :

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ADVENTURE TIME

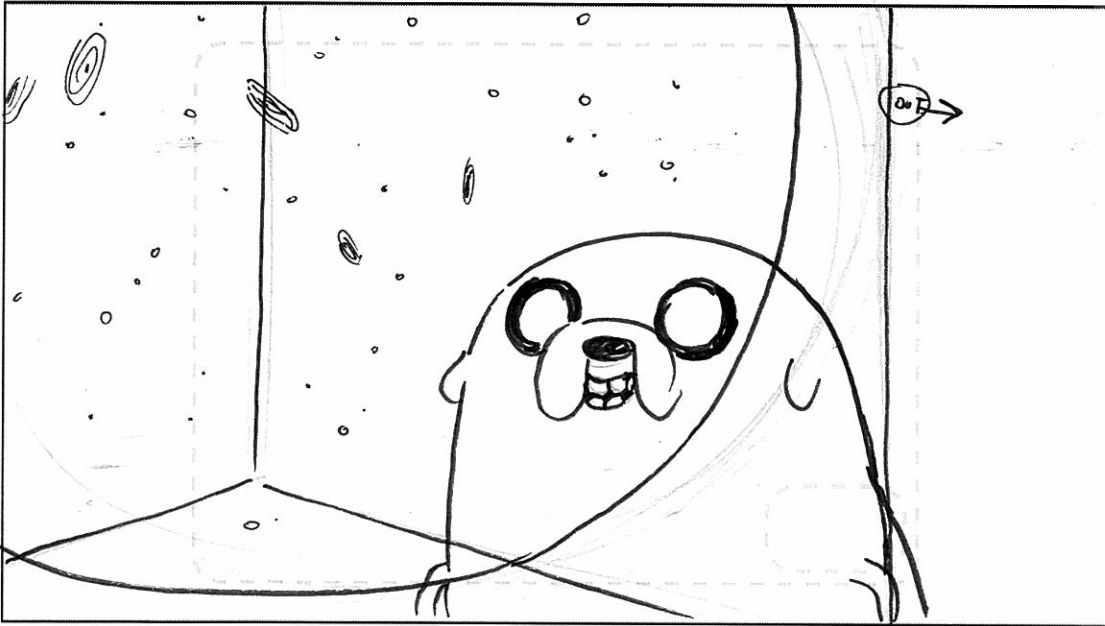


Sc. 108

Pnl. B

Bg.

day night



Sc. 108

Pnl. C

Bg.

day night



Dialog:
Sfx * SWOOOM
Action:
Timing:

* SHWOOM

008104
34

EPISODE #

Production :

ADVENTURE TIME

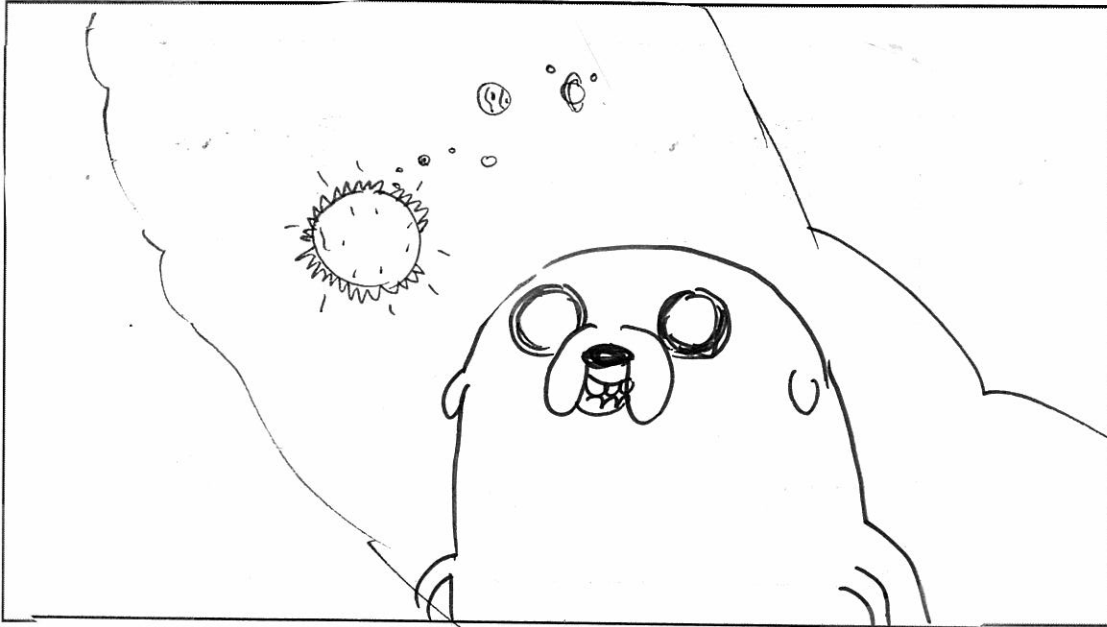


Sc. 108

Pnl. D

Bg.

day night

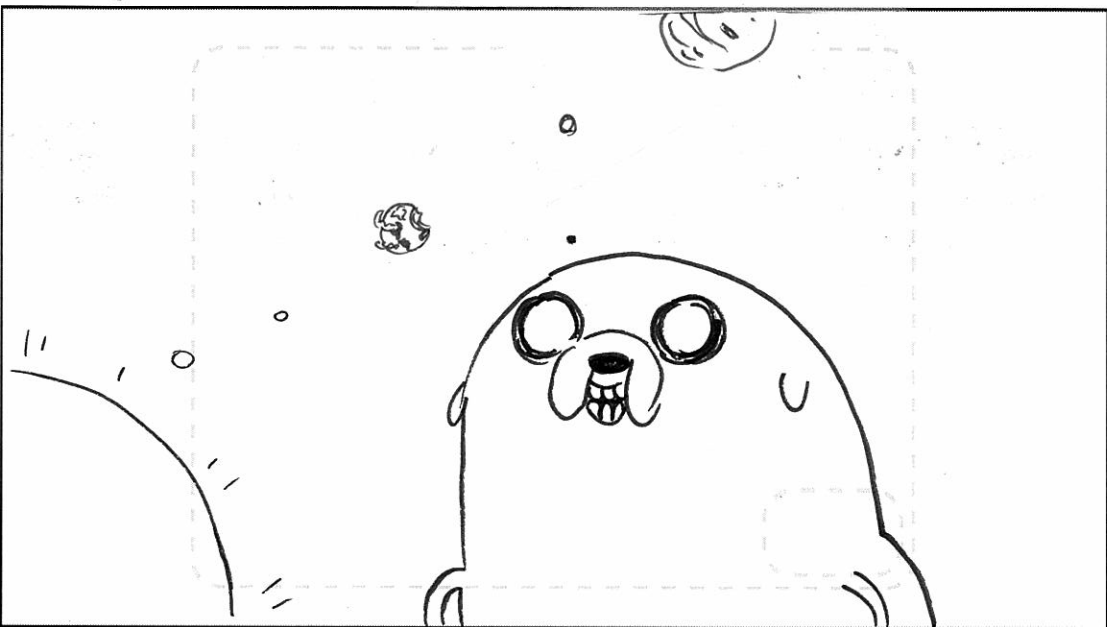


Sc. 108

Pnl. E

Bg.

day night



Dialog:	* SHWOOM	* SHWOOM
Action:		
Timing:		

EPISODE # 008104
35
Production :

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ADVENTURE TIME

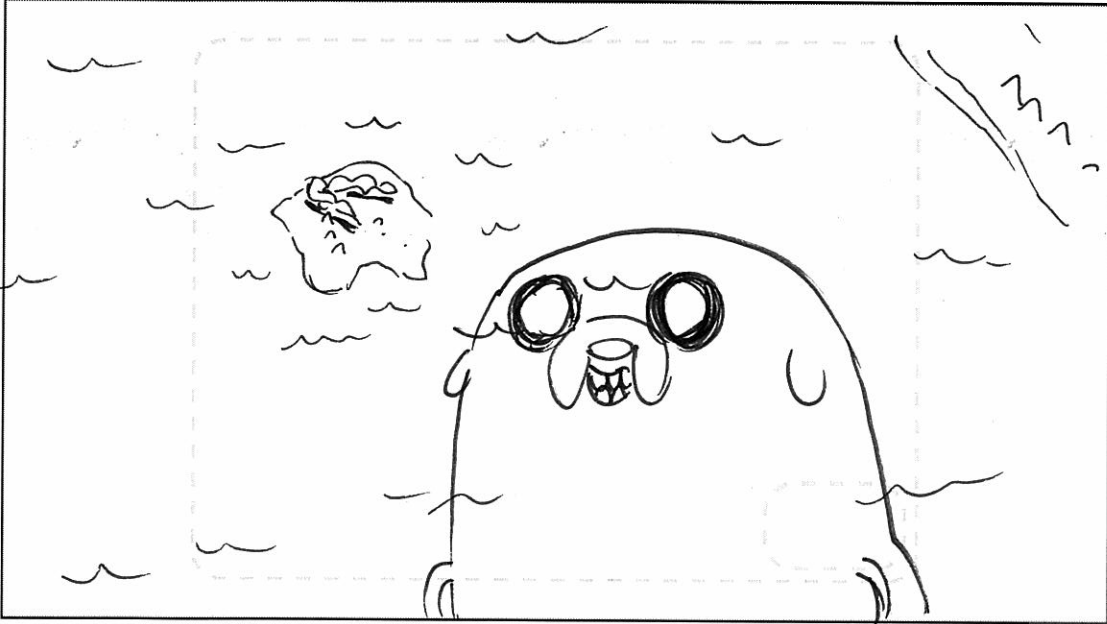


Sc. 108

Pnl. F

Bg.

day night

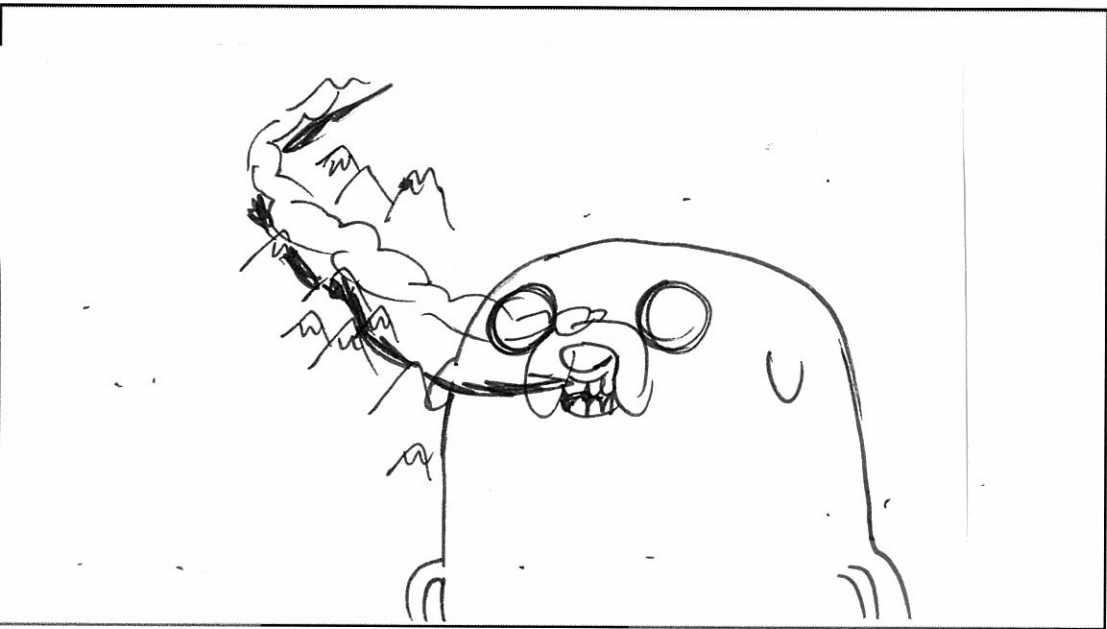


Sc. 108

Pnl. G

Bg.

day night



Dialog:	*SAWoom	*SHWoom
Action:		
Timing:		

00810436

EPISODE #

Production :

ADVENTURE TIME



Sc. 108 Pnl. 4 Bg. day night



Sc. 108 Pnl. 1 Bg. day night



Dialog:	* SAWOOM	* SHWOOM
Action:		
Timing:		

008104 37
EPISODE #
Production :

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ADVENTURE TIME



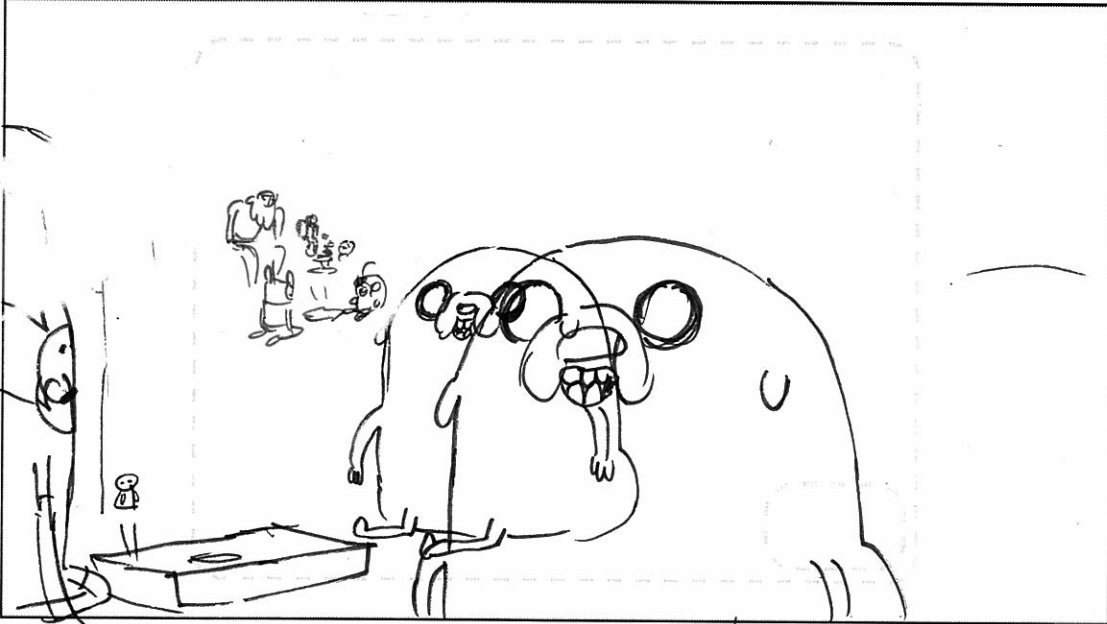
Page 129

Sc. 108

Pnl. J

Bg.

day night



Dialog:

* SHWOOM
SHWOOM
SHWOOM
SHWOOM

Action:

Keeps ZOO MING IN

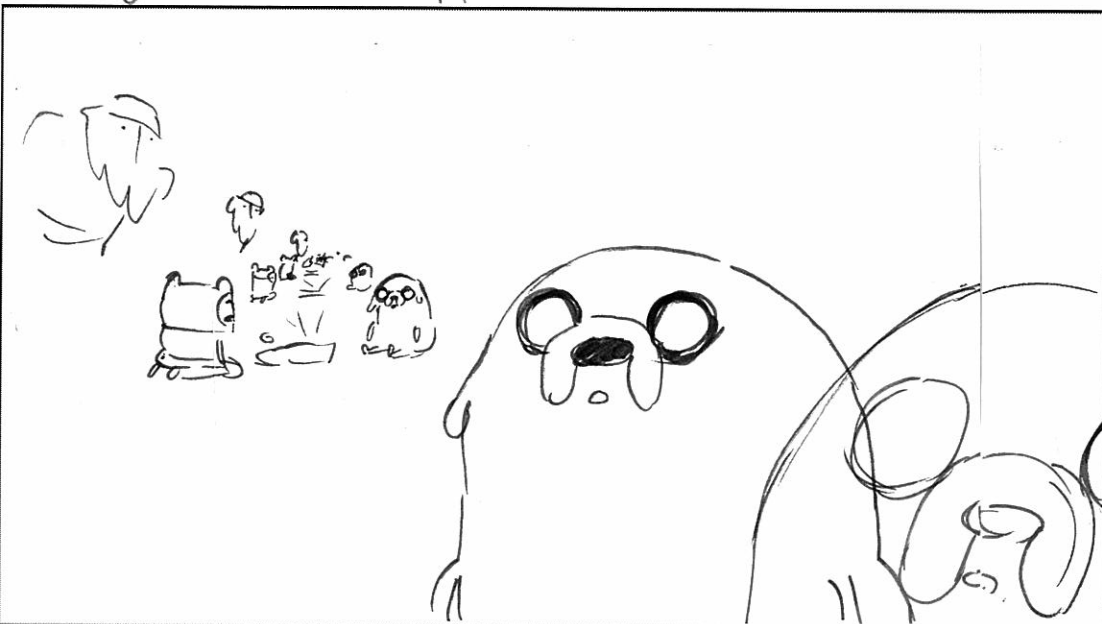
Timing:

Sc. 108

Pnl. K

Bg.

day night



* SHWOOM
SHWOOM
SHWOOM
SHWOOM
(J:) WOAH
(echo)

INFINITE ZOOM

EPISODE #

Production :

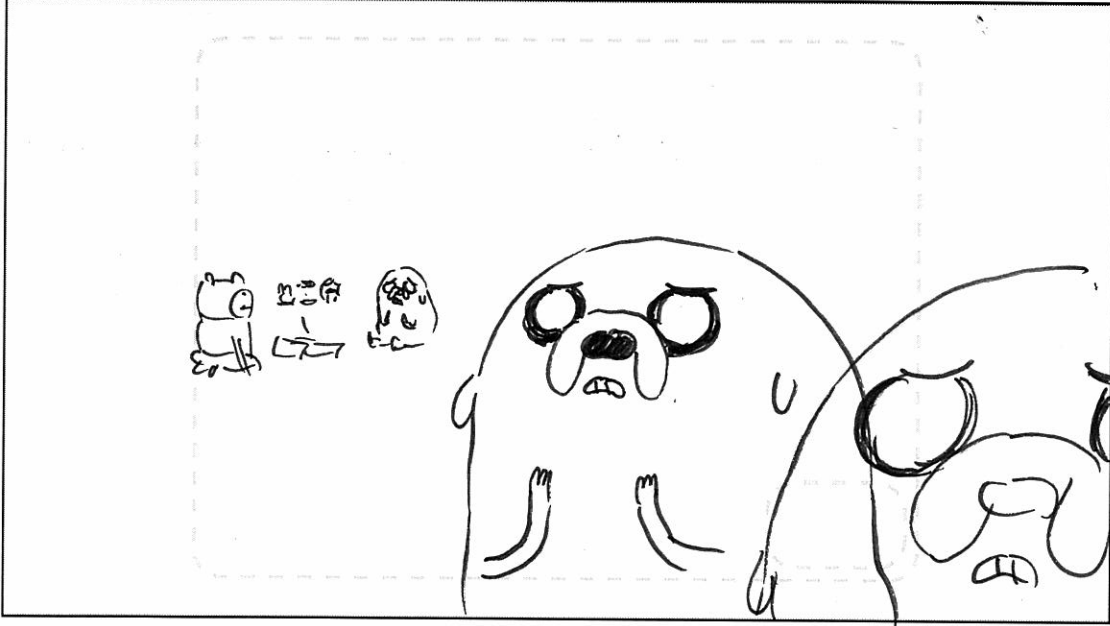
3008104

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ADVENTURE TIME



Sc. 108 Pnl. L Bg. day night



Sc. 108 Pnl. M Bg. day night



Dialog:	<p>(J:) NNNNN (echo)</p> <p>* SHwoom SHwoom SHwoom SHwoom SHwoom SHwoom SHwoom SHwoom</p>	<p>(J:) MAKE IT STOP (echo)</p> <p>* SHwoom SHwoom SHwoom SHwoom</p>
Action:	<p>(BEAT)</p> <p>STILL ZOOMING IN</p>	<p>STILL ZOOMING IN</p>
Timing:		

008104
EPISODE #
Production :

ADVENTURE TIME

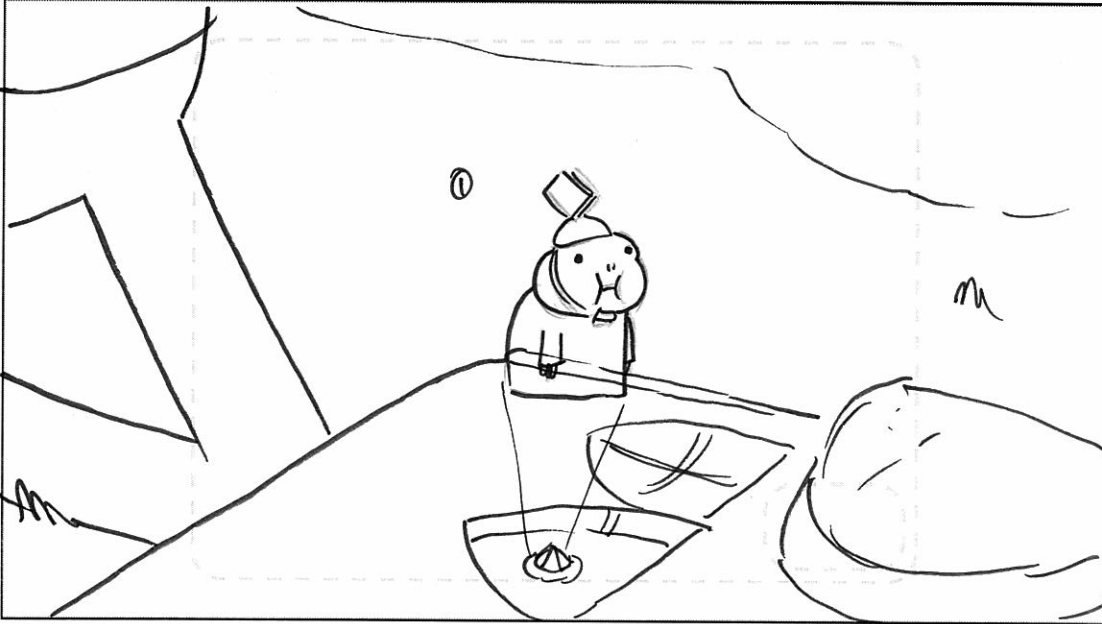


Sc. 109

Pnl. A

Bg.

day night

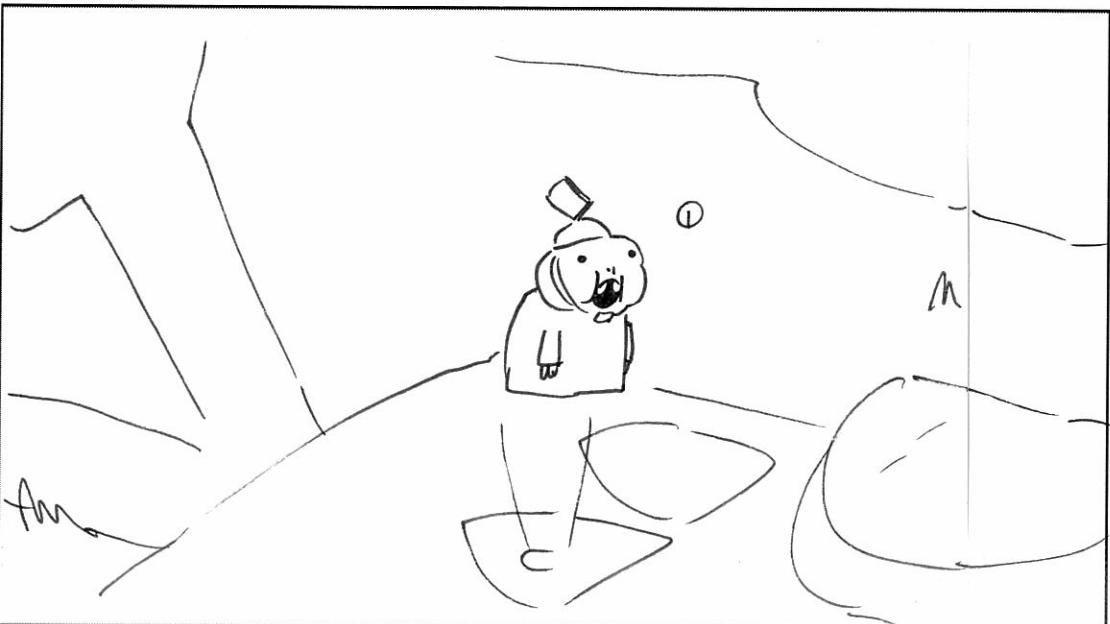




Sc. 109

Pnl. B

Bg.

day night



Dialog:	(BK:) ^② * Cough cough	* SHwoom SHwoom-Beeop (SHwoom stops)	(BK:) ^① ANY WAY, ^② AT -
Action:			
Timing:			

EPISODE # 0081040
Production :

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ADVENTURE TIME



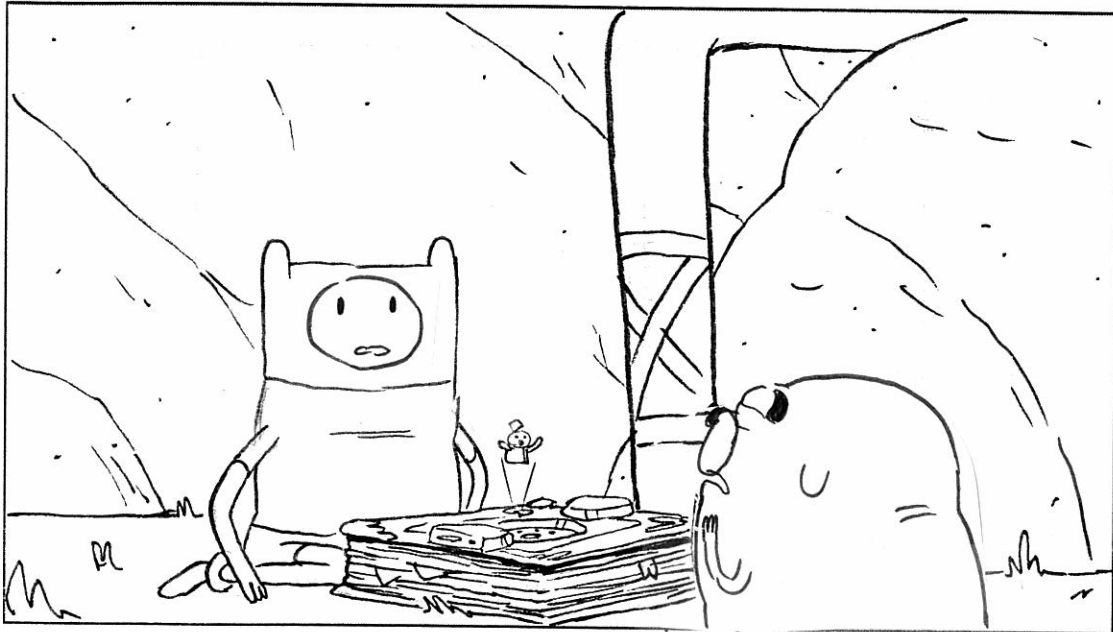
Page 132

Sc. 110

Pnl. A

Bg.

day night

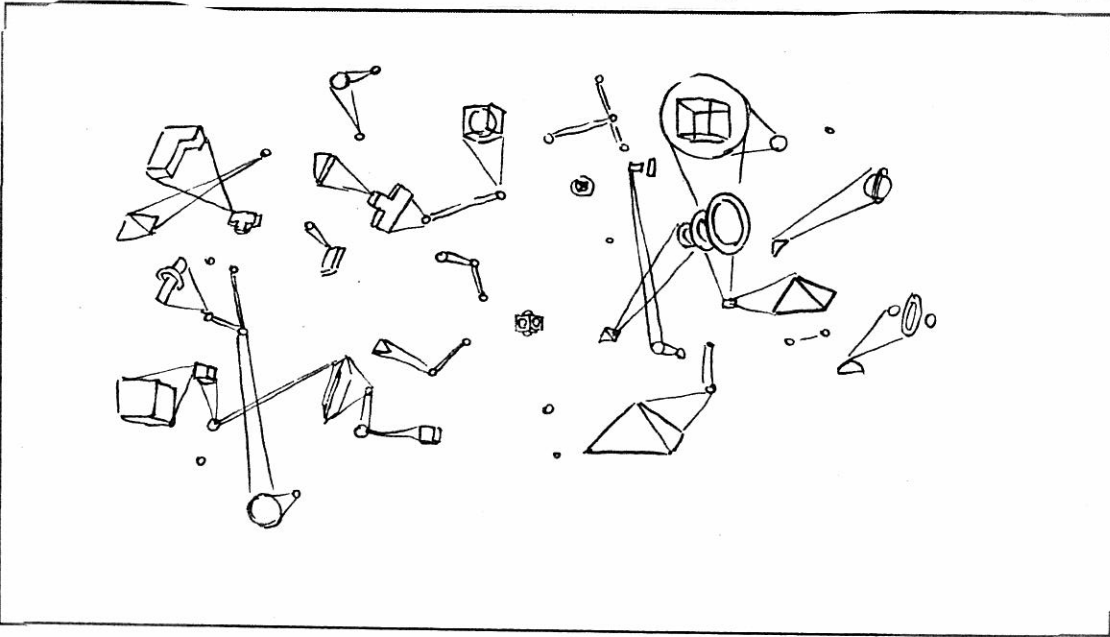


Sc.

Pnl.

Bg.

day night



Dialog:	
(Bk) THE CENTER OF THE MULTIVERSE IS A DIMENSION CALLED THE	
Action:	(TIME ROOM EXPANDS AFTER ALL OTHERS DISSAPPEAR) (TRANSLUCENT OVERLAY)
Timing:	

008104
EPISODE #
Production :

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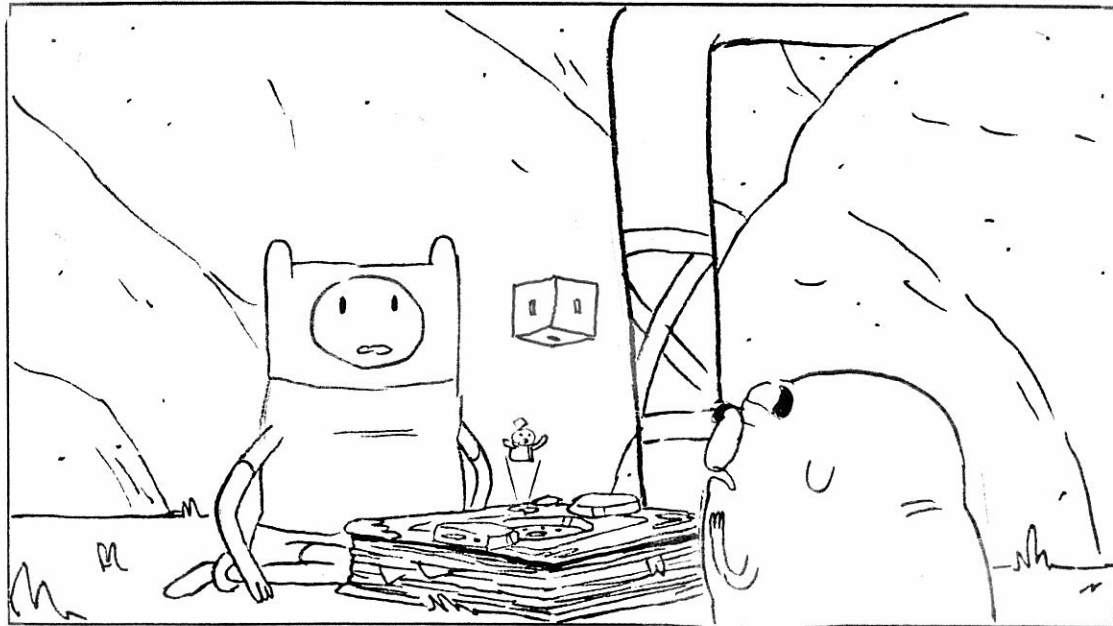
Page 133

Sc. 110

Pnl. B

Bg.

day night

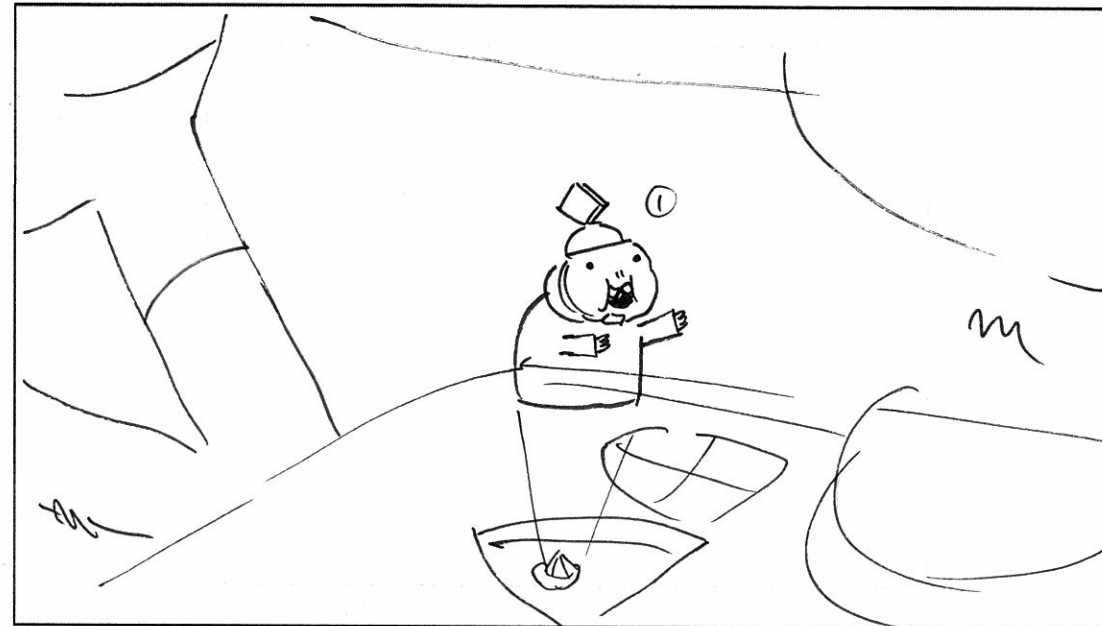


Sc. 111

Pnl. A

Bg.

day night



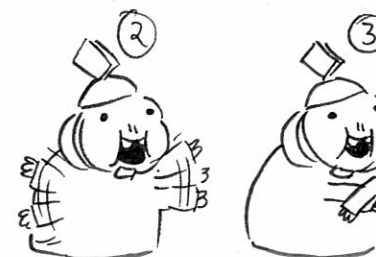
Dialog:

(BK:) TIME ROOM

① Believed to be the Quasicorporeal Dwelling PLACE OF THE ② ALMIGHTY GROB, ③ THE TIME ROOM IS —

Action:

Timing:



008104

EPISODE #

Production :

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ADVENTURE TIME

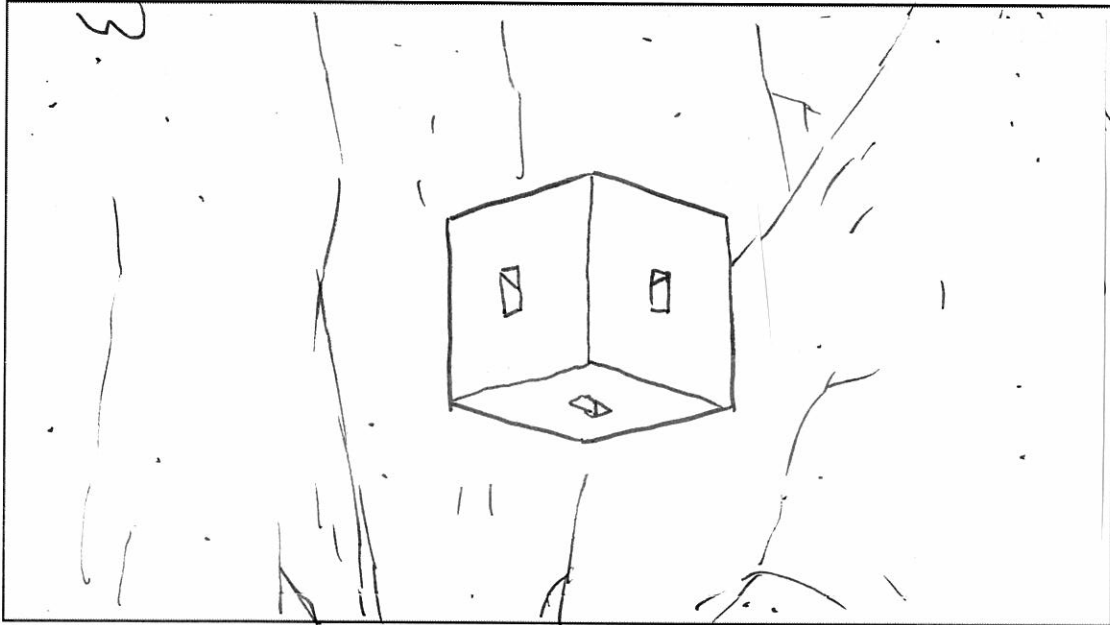


Sc. 112

Pnl. A

Bg.

day night

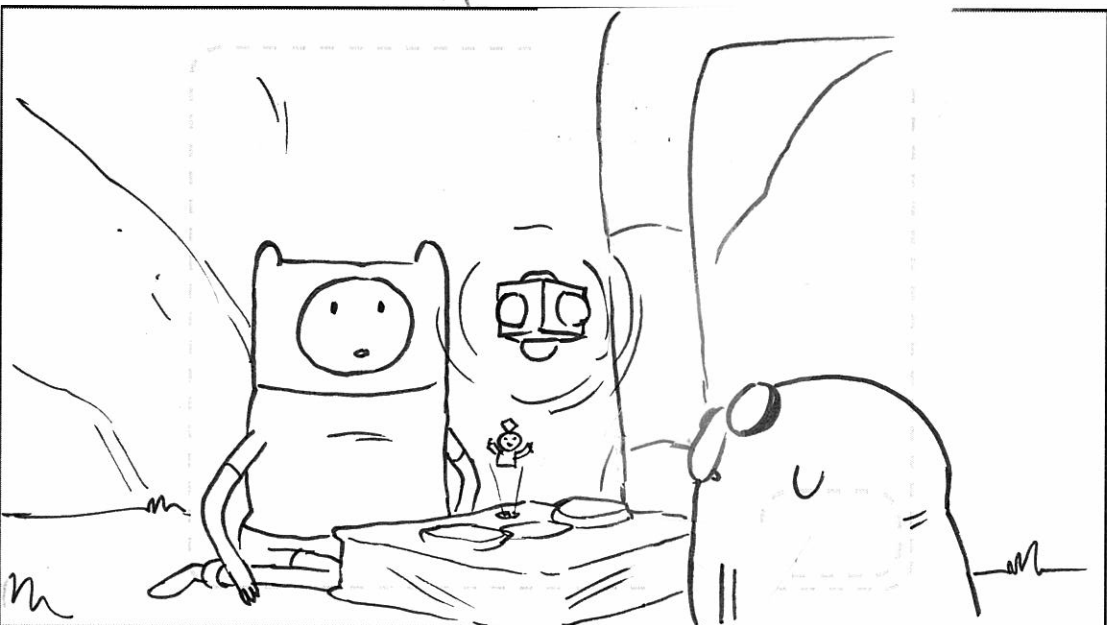


Sc. 113

Pnl. A

Bg.

day night



Dialog:	THE SINGLE DIMENSION THAT EXISTS OUTSIDE OF TIME.	THE TIME ROOM PRODUCES THE TIME WAVES
Action:		
Timing:		

008104
EPISODE #
Production :

ADVENTURE TIME



Sc. 113 Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog: THAT ARE Experienced By ALL
OTHER DIMENSIONS

Action: (OVERLAY)
 (WAVES EXPAND OUT FROM TIME ROOM)

Timing:

008104
44

EPISODE #

Production :

ADVENTURE TIME

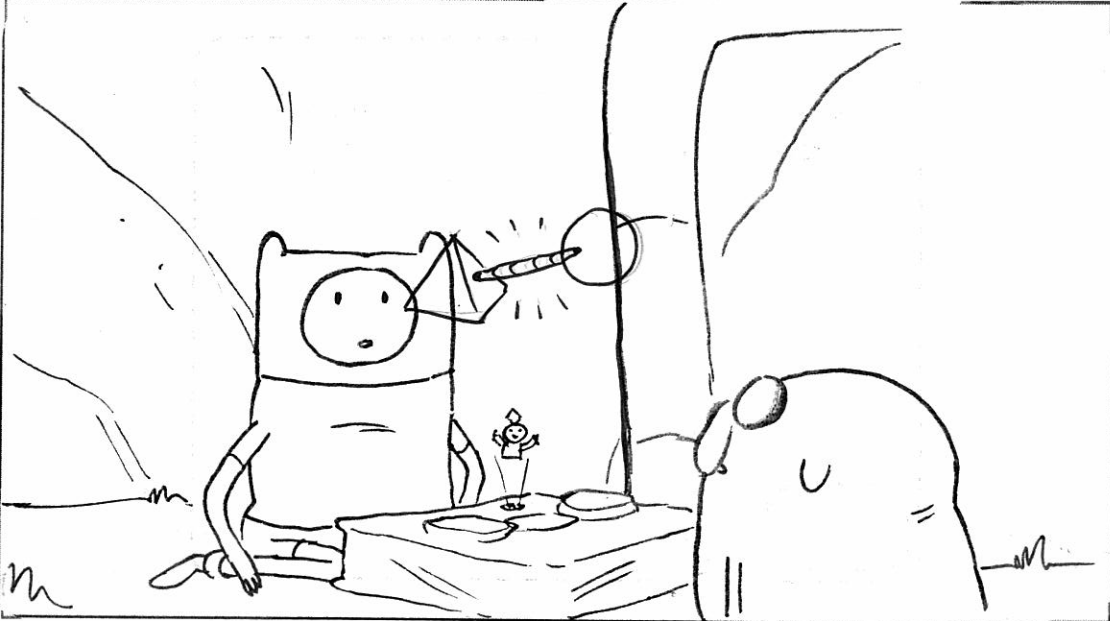


Sc. 113

Pnl. C

Bg.

day night

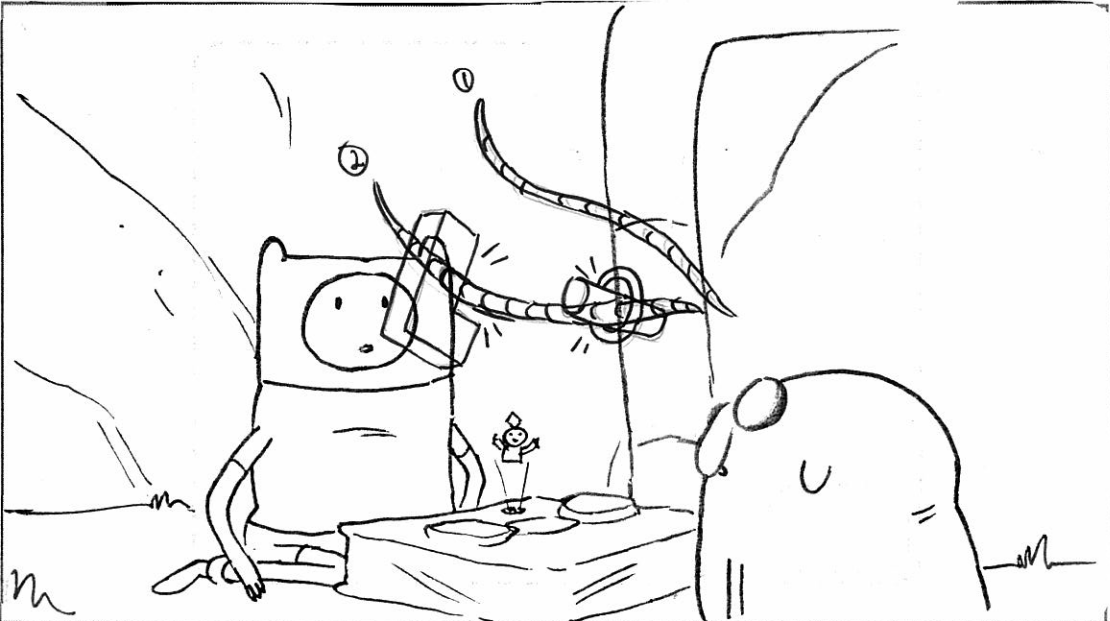


Sc. 113

Pnl. D

Bg.

day night



Dialog:

(Bk:) SOME DIMENSIONS HAVE PERMANENT LINKS THAT ALLOW TRAVEL TO AND FRO

(Bk:) OTHERS BECOME LINKED TEMPORARILY BY NATURALLY FORMING WORMHOLES

Action:

Timing:

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Production :

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ADVENTURE TIME



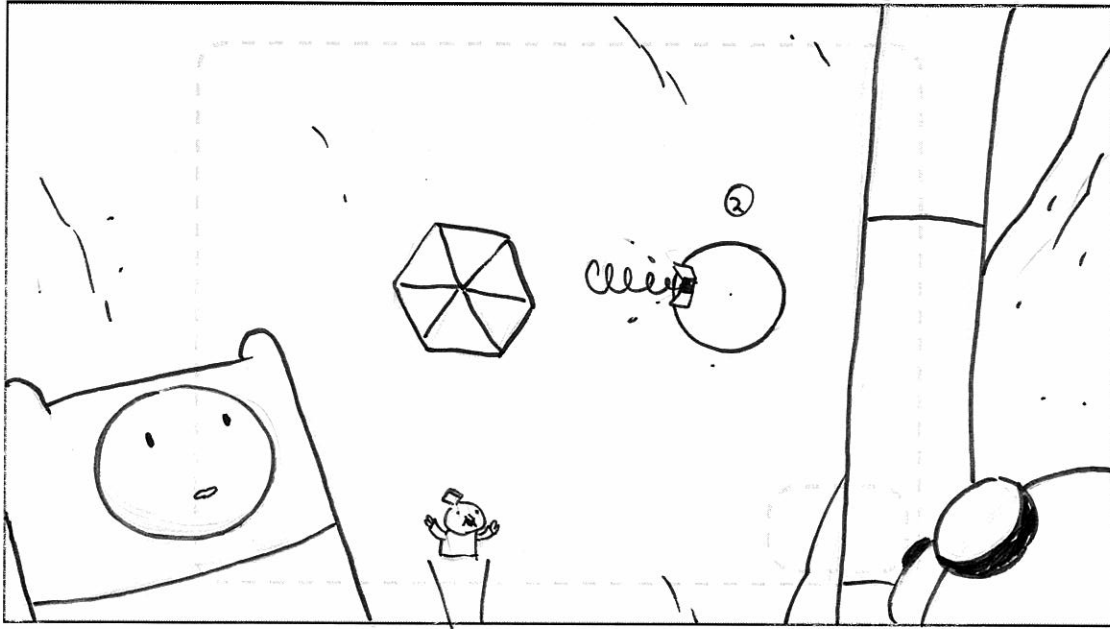
Page 137

Sc. 114

Pnl. A

Bg.

day night

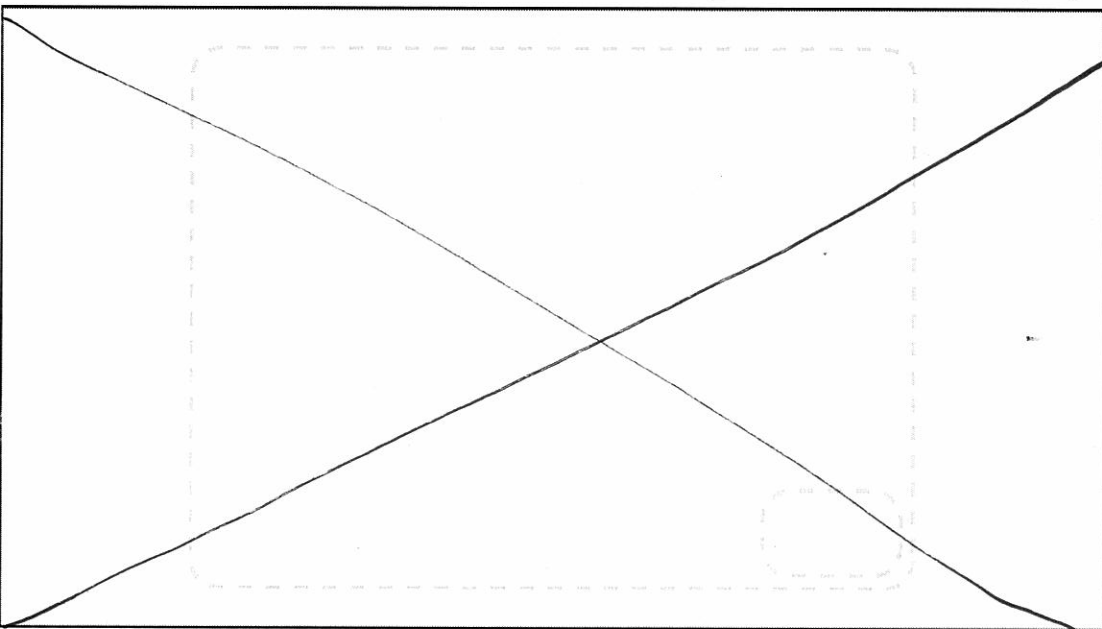


Sc.

Pnl.

Bg.

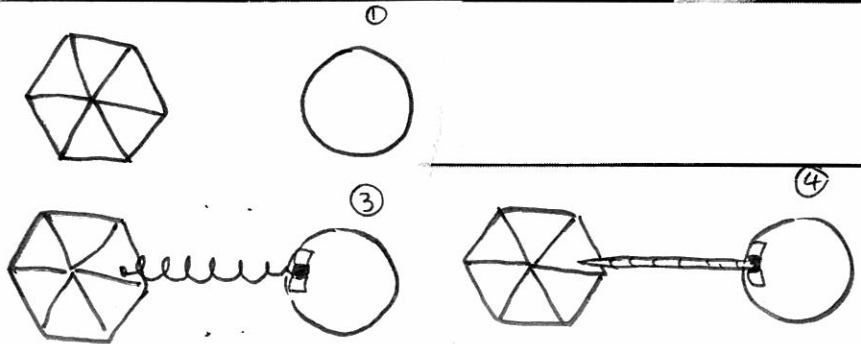
day night



Dialog: AND OTHERS CAN BECOME LINKED ARTIFICIALLY
BY MAGICAL PORTALS →

Actic

Timir



008104
46

EPISODE #

Production :

ADVENTURE TIME

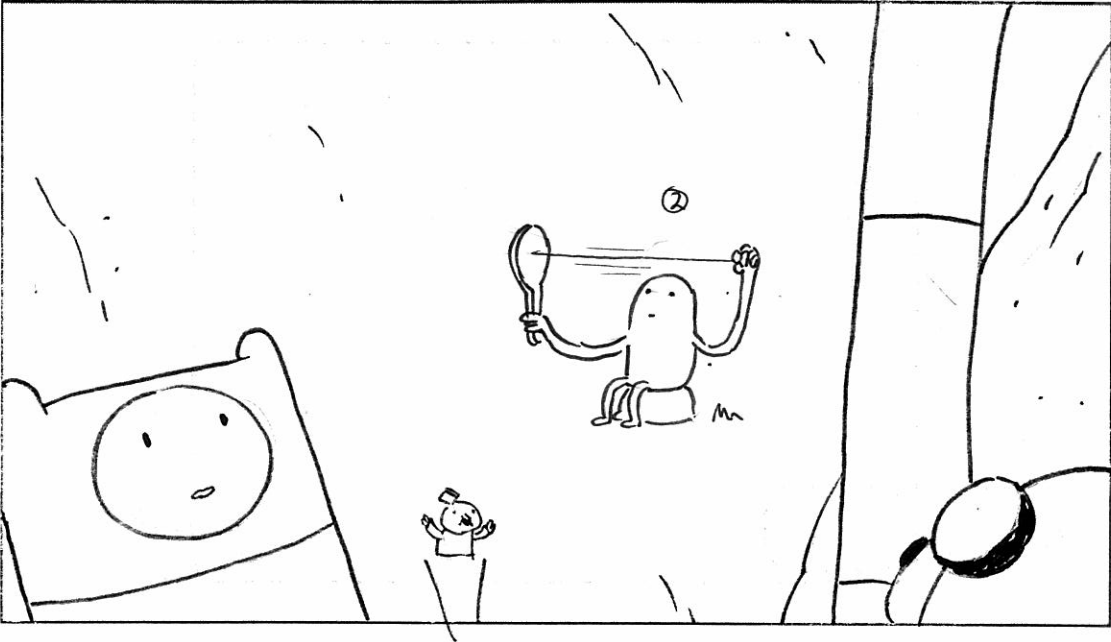


Sc. 114

Pnl. B

Bg.

day night

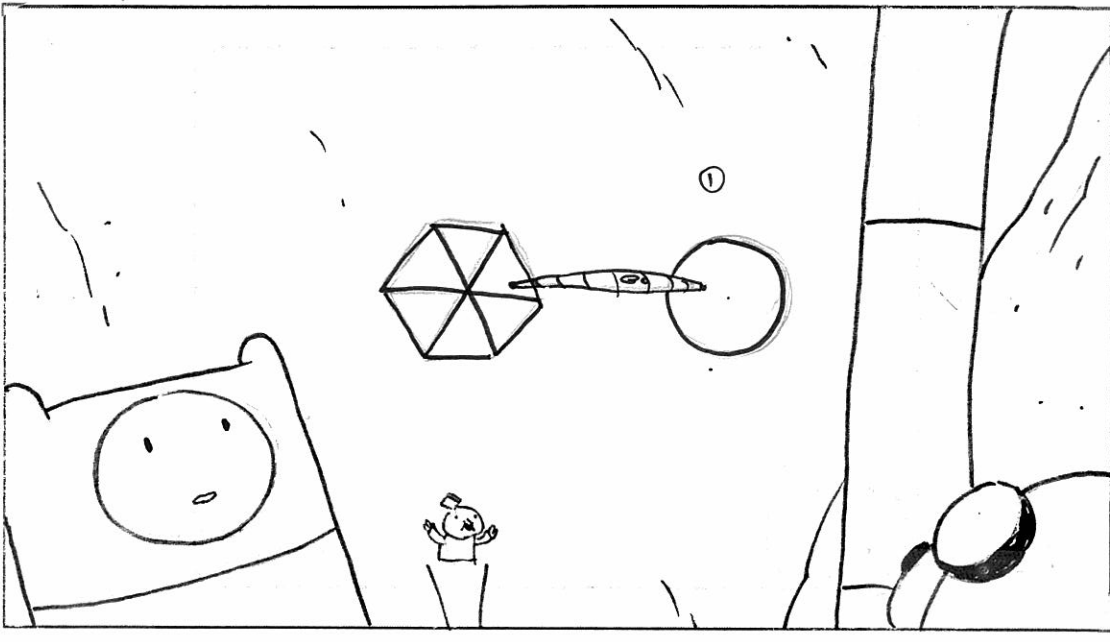


Sc. 114

Pnl. C

Bg.

day night



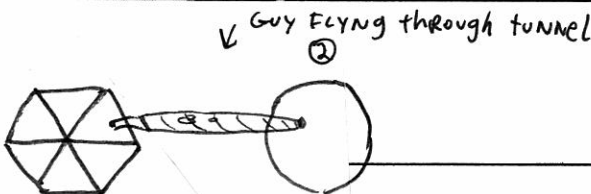
Dialog:

→ TORN OPEN BY ITEMS OF GREAT POWER

Action:



Timing



008104

EPISODE #

Production :

ADVENTURE TIME



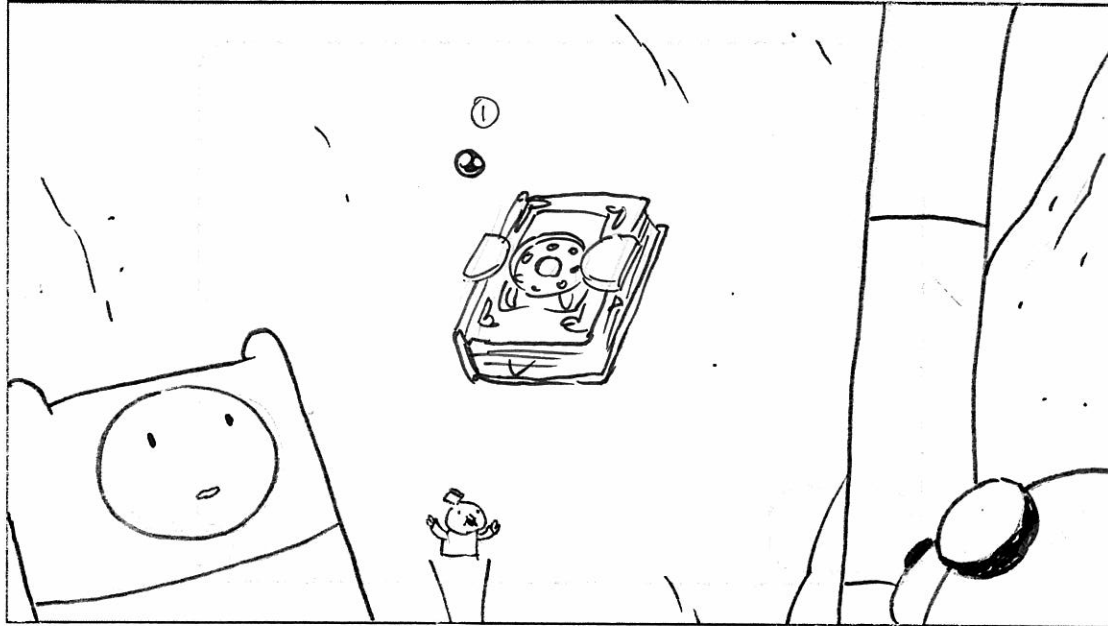
Page 139

Sc. 114

Pnl. D

Bg.

day night

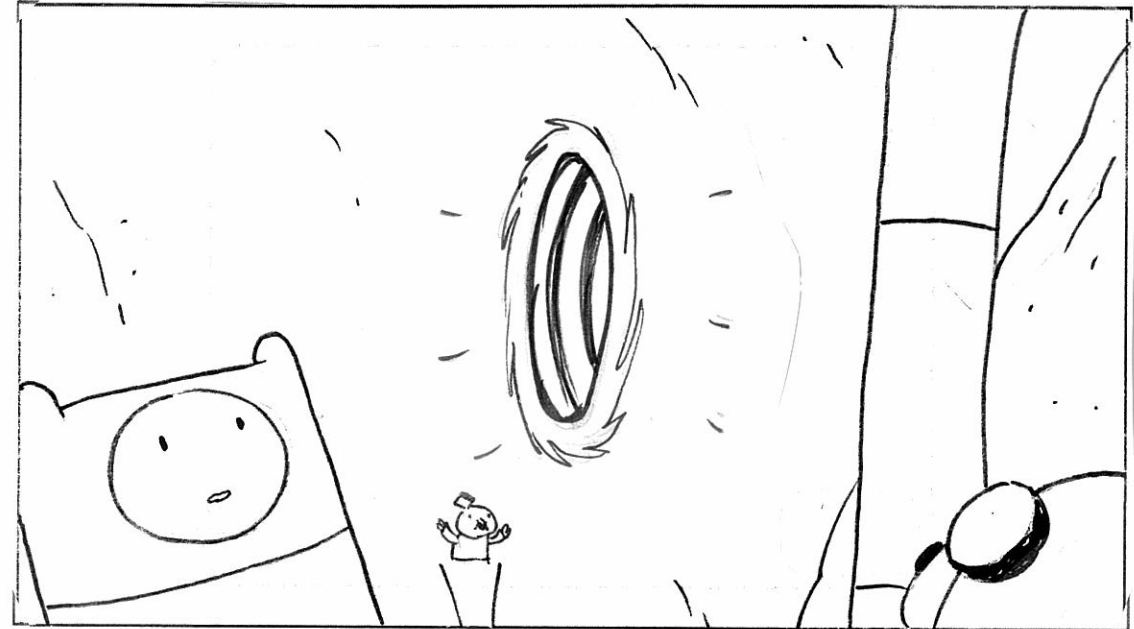


Sc. 114

Pnl. E

Bg.

day night



Dialog:

(BK:) ONCE THE LAST GEM IS INSERTED
INTO THE ENCHIRIDION

IT WILL HAVE THE POWER
TO CREATE A PORTAL TO →

Action:



Timing:

EPISODE # 008104 48

Production :

ADVENTURE TIME

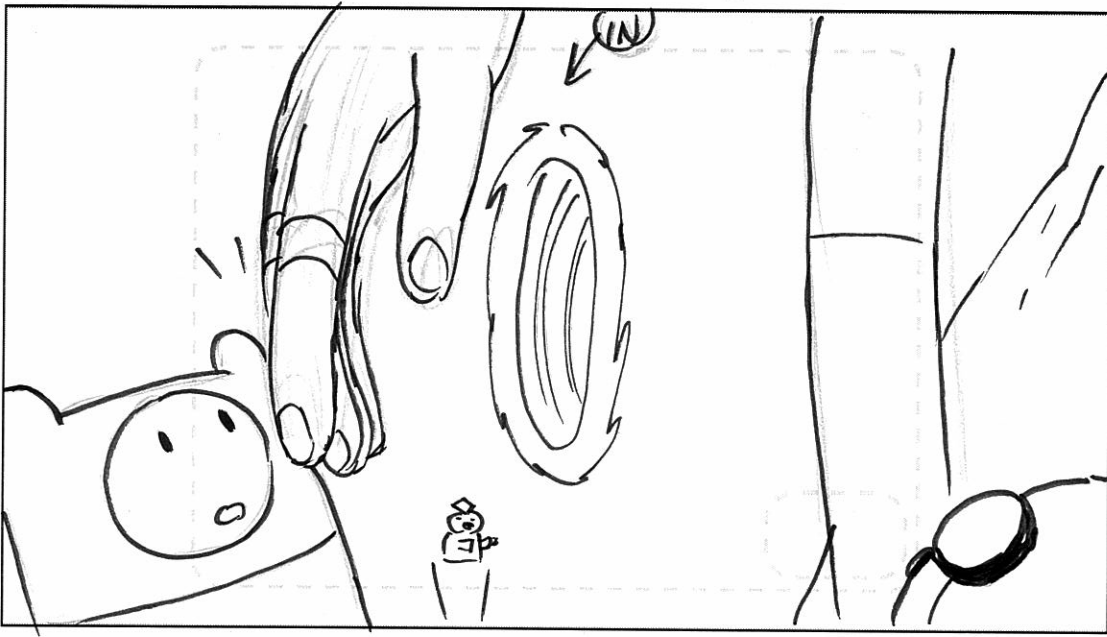


Sc. 114

Pnl. F

Bg.

day night



Sc. 115

Pnl. A

Bg.

day night



Dialog:	→ ANY DIMENSION IN THE MULTIVERSE. AN ACTIVATED PORTAL →	(BK) (OS) CREATES A TIME DILATION IN WHICH EITHER END OF THE PORTAL EXPERIENCES A TEMPORAL SYNCHRONIZATION ALLOWING FOR THE SAFE PASSAGE OF PARTICLES THROUGH A NONLOCAL REGION OF SPACE TIME
Action:	(Billy Nudges Finn)	
Timing:		ALT (Book) (OS) PORTAL TRANSPORT A BLOOBBLE LEEBLE LOBBLE POOMER DABBA RAMMER NOOBEN DEEDER ETC.

008104

EPISODE #

Production :

ADVENTURE TIME

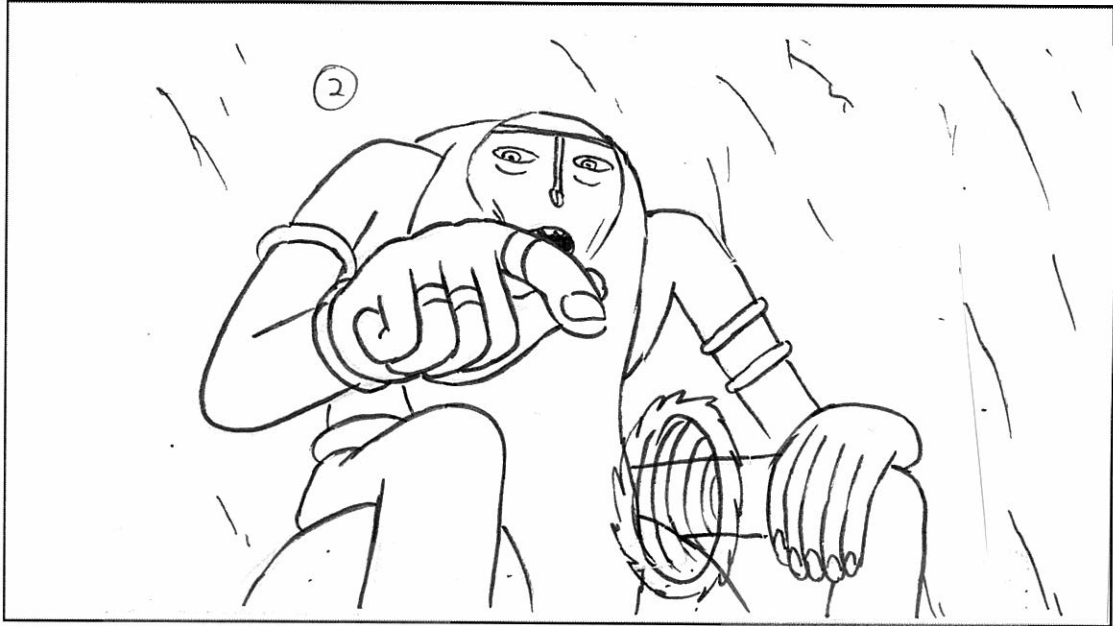


Sc. 115

Pnl. B

Bg.

day night

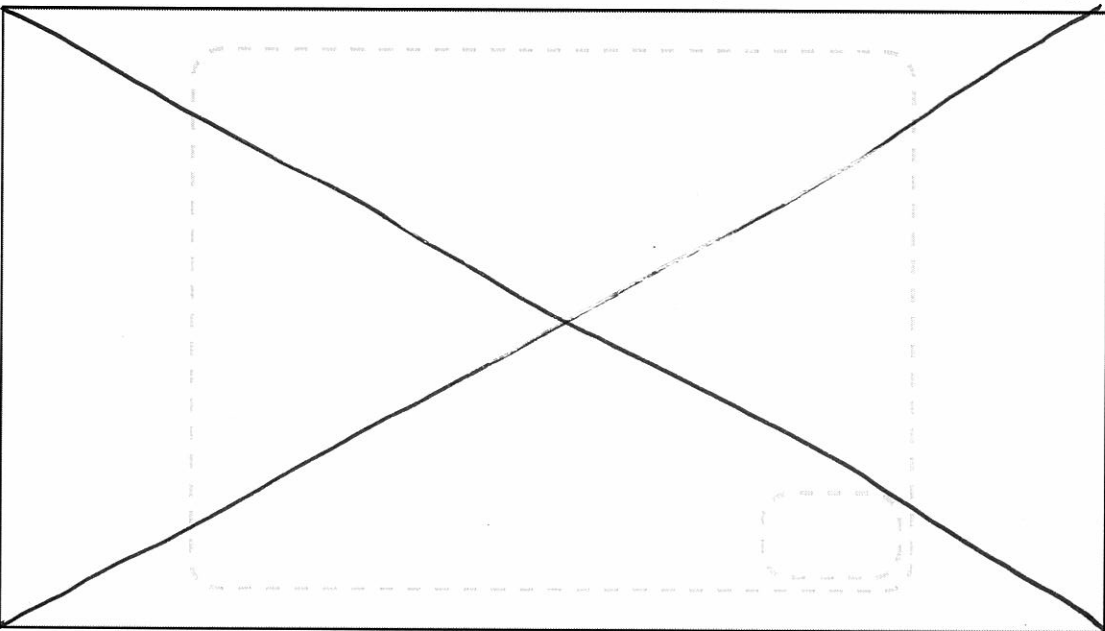


Sc.

Pnl.

Bg.

day night



Dialog:

(BILLY) I'M GUNNA PUSH THE LICH IN THERE

Action:

(BOOKO TALKING O.S.)

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

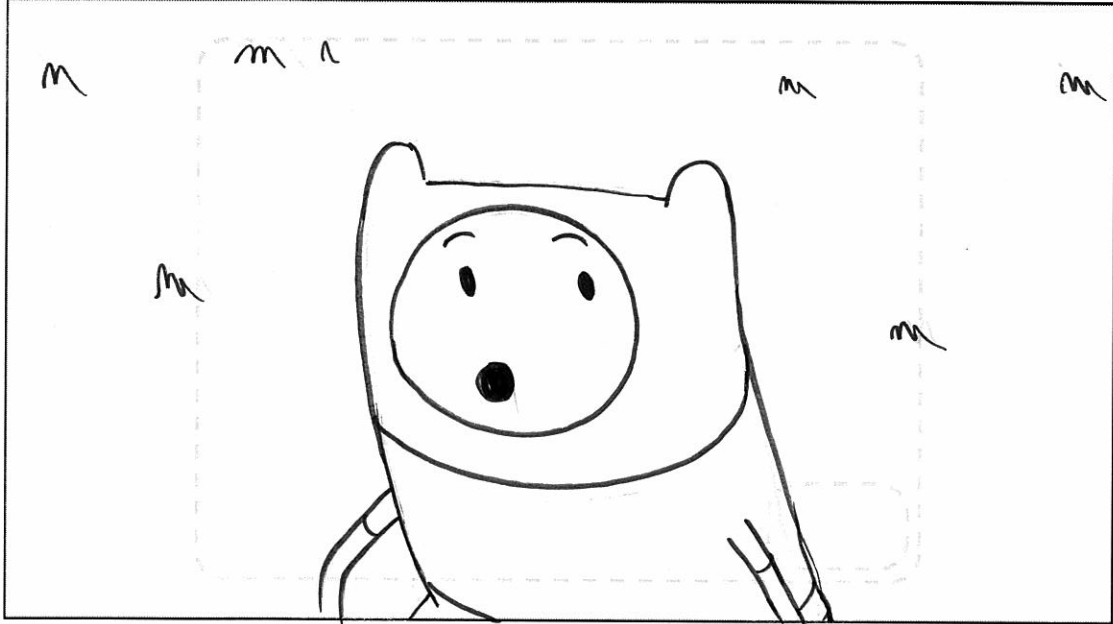


Sc. 116

Pnl. A

Bg.

day night

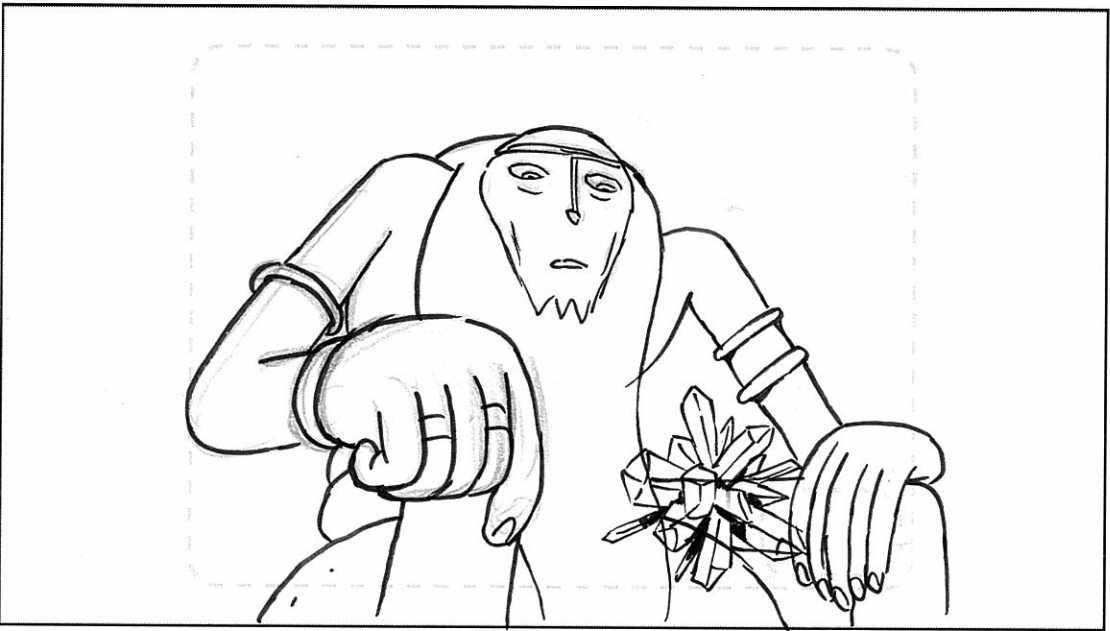


Sc. 117

Pnl. A

Bg.

day night



Dialog:

(F:) OH COOL
(respectfully)

Action:

(Booko still TALKING a.s.)

Timing:

008104

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Production :

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ADVENTURE TIME



Sc. 117

Pnl. B

Bg.

day night

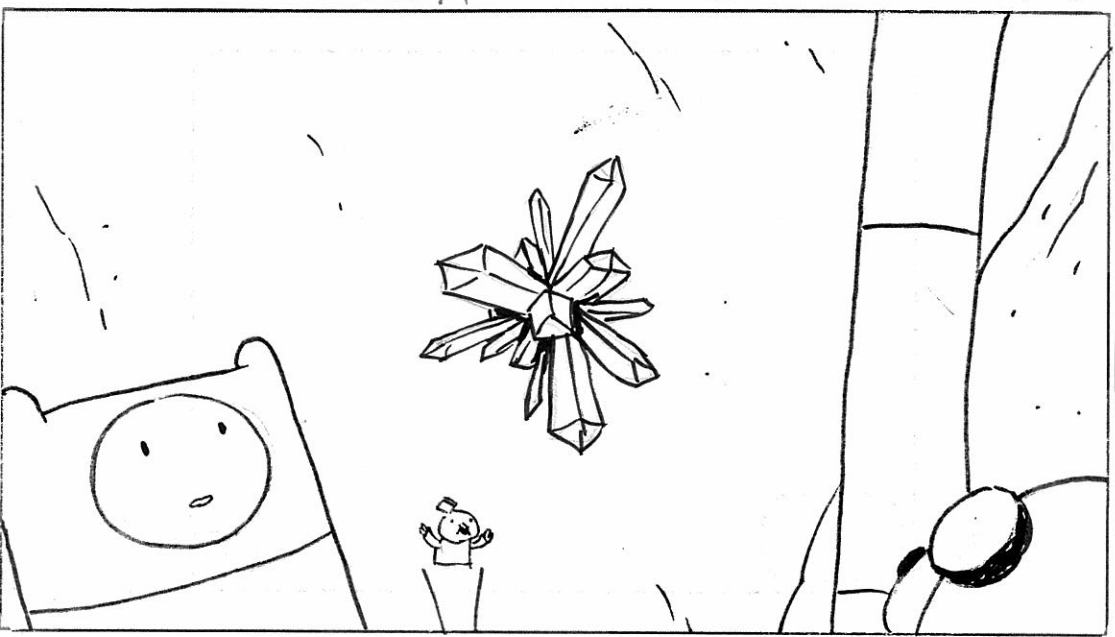


Sc. 118

Pnl. A

Bg.

day night



Dialog: (Billy) AND SEND HIM HERE TO KILL HIM

(Bk) (O.S.) ONE OF THE MOST COMMONLY
Action: ACCESSED DIMESIONS, BY WAY OF MAGIC
PORTAL IS A DIMENSION CALLED →

(Booko) THE CRYSTAL CITADEL!
THE ABSTRACT SPACIAL MATRIX OF THE CRYSTAL
CITADEL MAKES IT EASY TO ENTER BUT
NEARY IMPOSSIBLE TO LEAVE.

Timing:

00810451

EPISODE #

Production :

ADVENTURE TIME

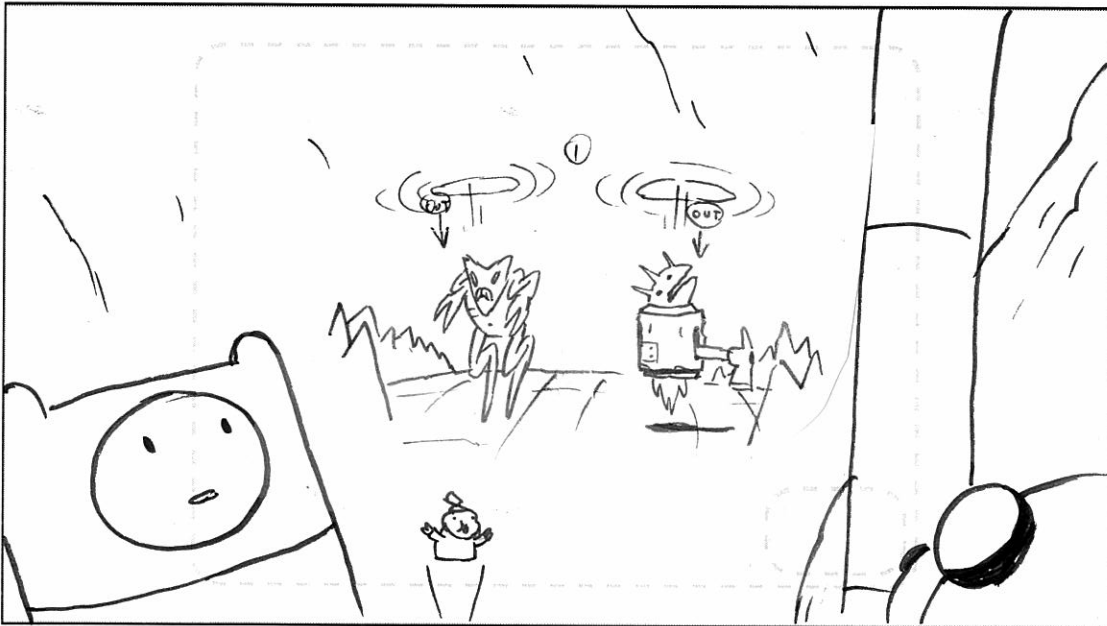


Sc. 118

Pnl. B

Bg.

day night

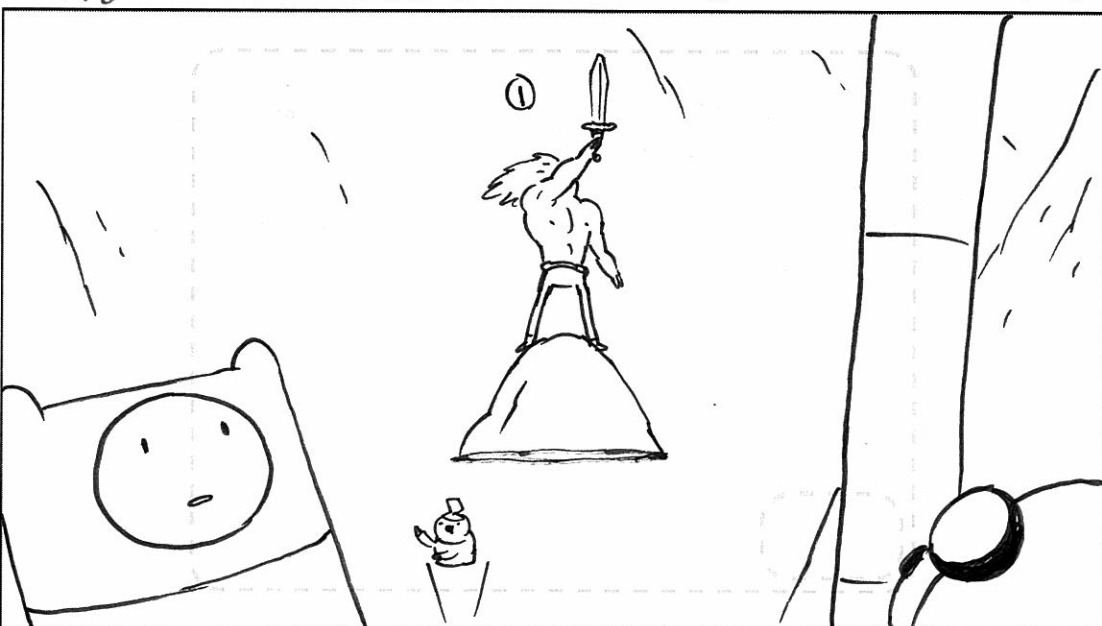


Sc. 118

Pnl. C

Bg.

day night

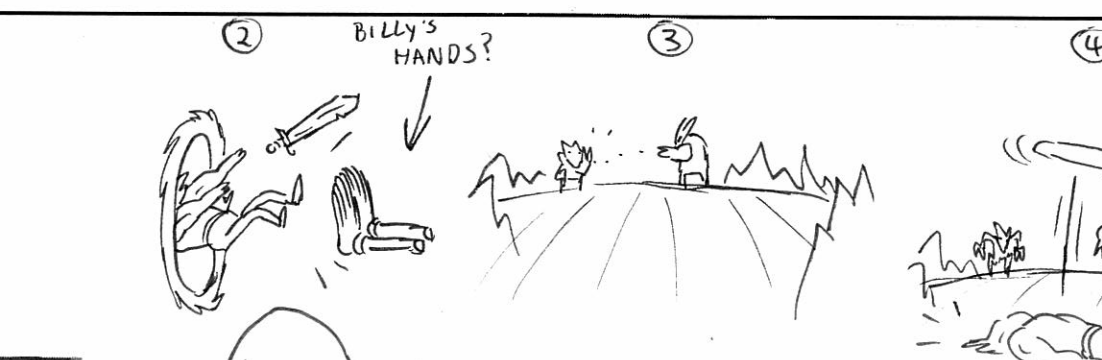


Dialog: (BK) FOR EONS THIS DIMENSION HAS BEEN USED AS A PRISION TO HOLD THE MOST DANGEROUS CRIMINALS

Action: IN THE MULTIVERSE



(BK) YEARS AGO A GREAT WARRIOR OF OOO WAS UNLAWFULLY CAST INTO THE CRYSTAL CITADEL



008104
52

EPISODE #

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ADVENTURE TIME



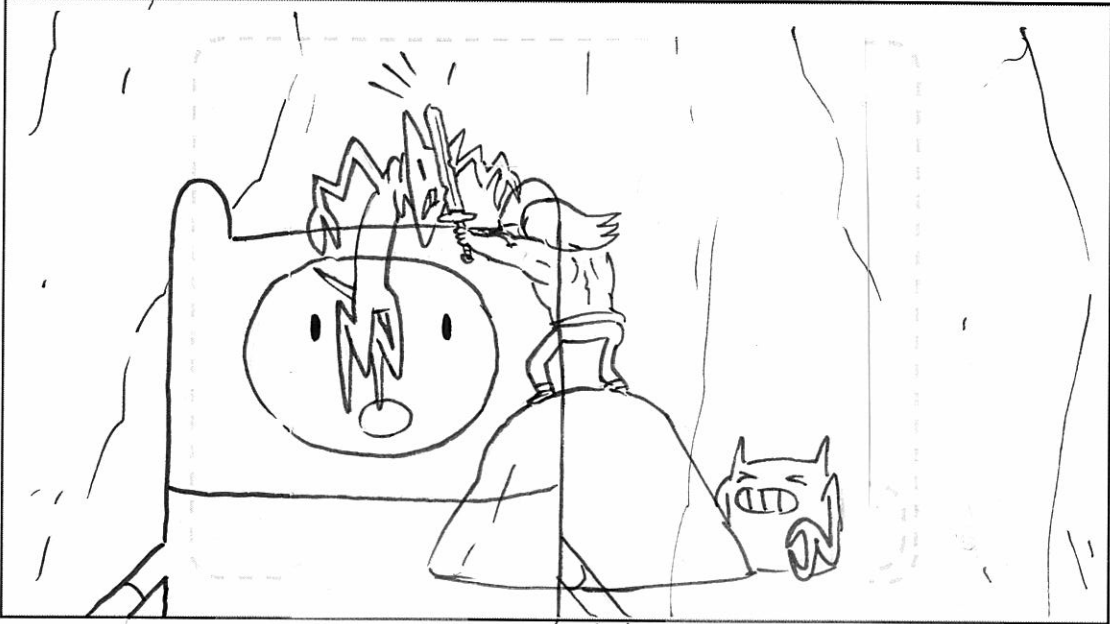
Page 145

Sc. 119

Pnl. A

Bg.

day night

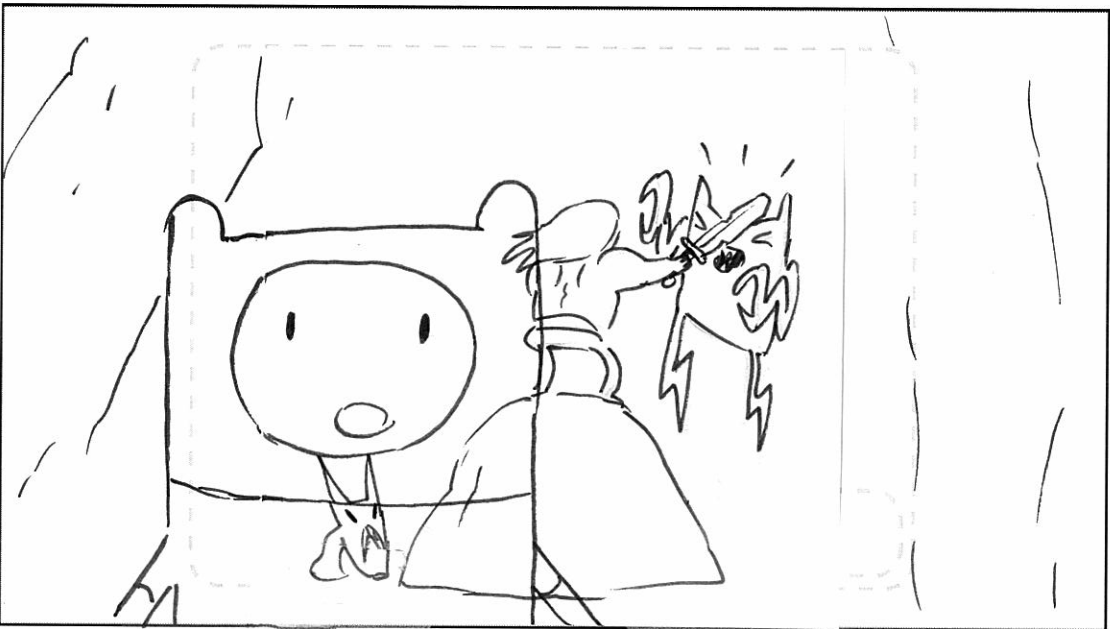


Sc. 119

Pnl. B

Bg.

day night



Dialog:

TO THIS DAY
(BK) AND REMAINS LOCKED IN BATTLE WITH THE INMATES

Action:

(DEMONS Jump up) (CYCLE) (He cuts 'em Down)

Timing:

008104

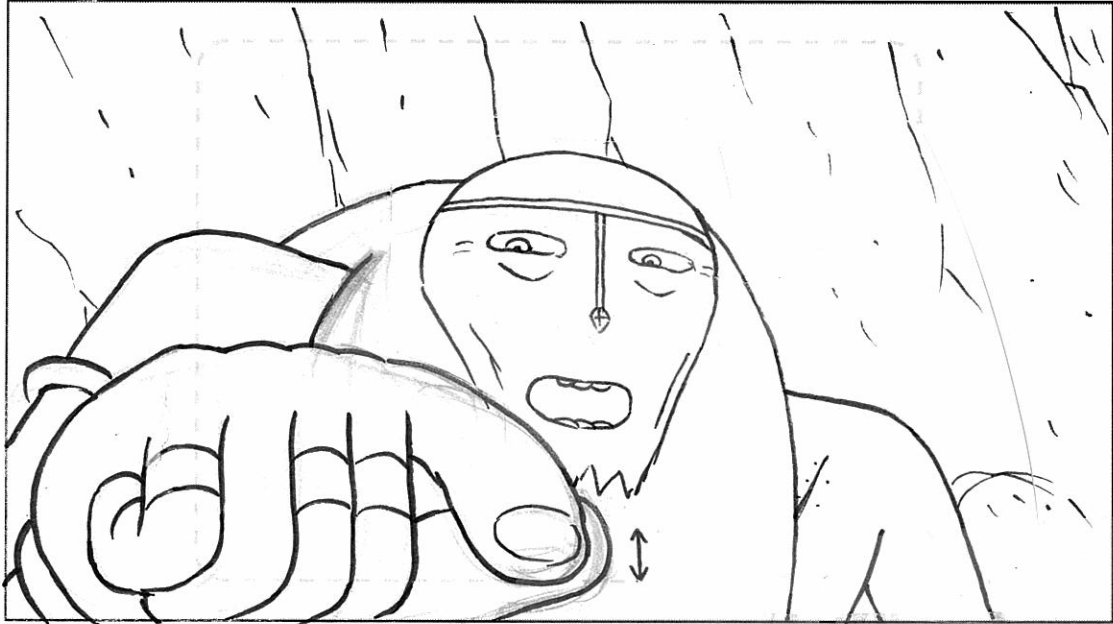
EPISODE #

Production :

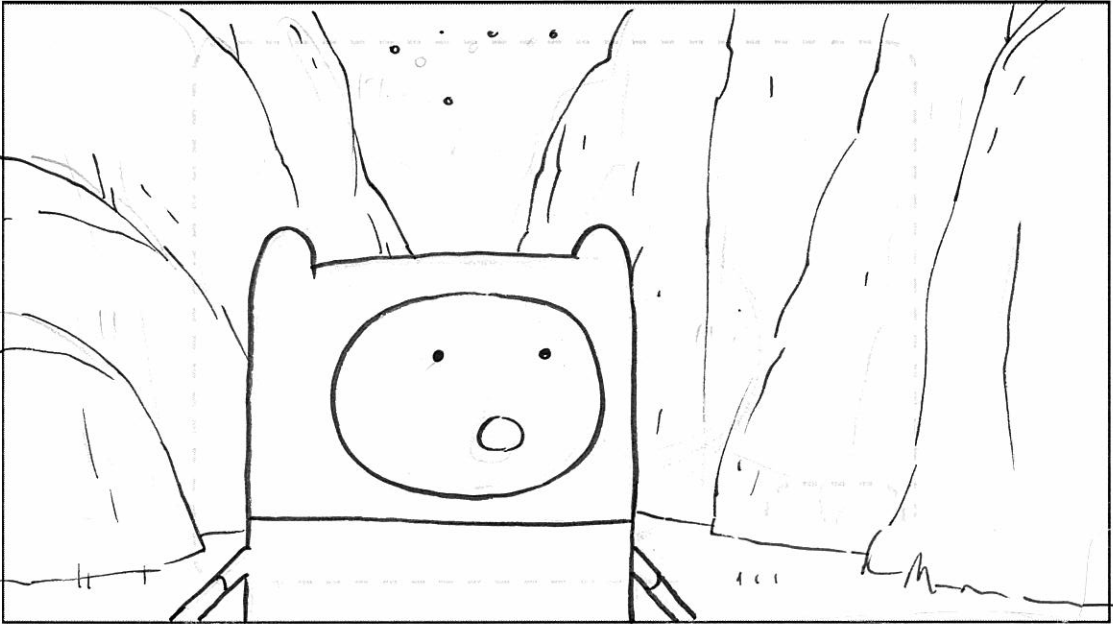
ADVENTURE TIME



Sc. 120 Pnl. A Bg. day night



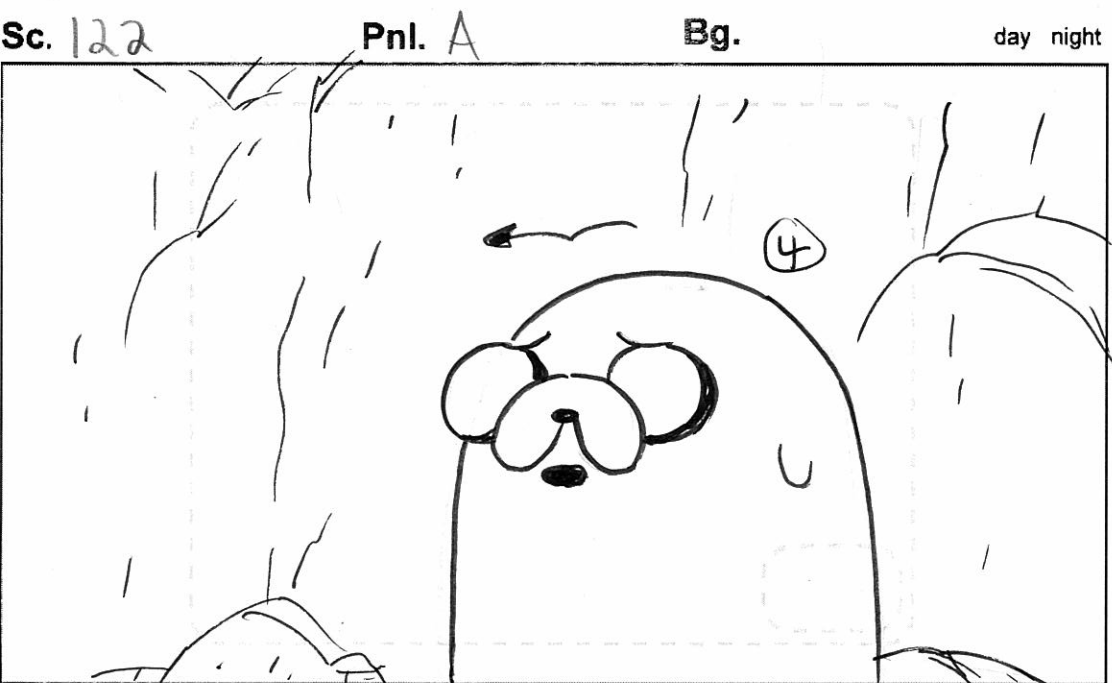
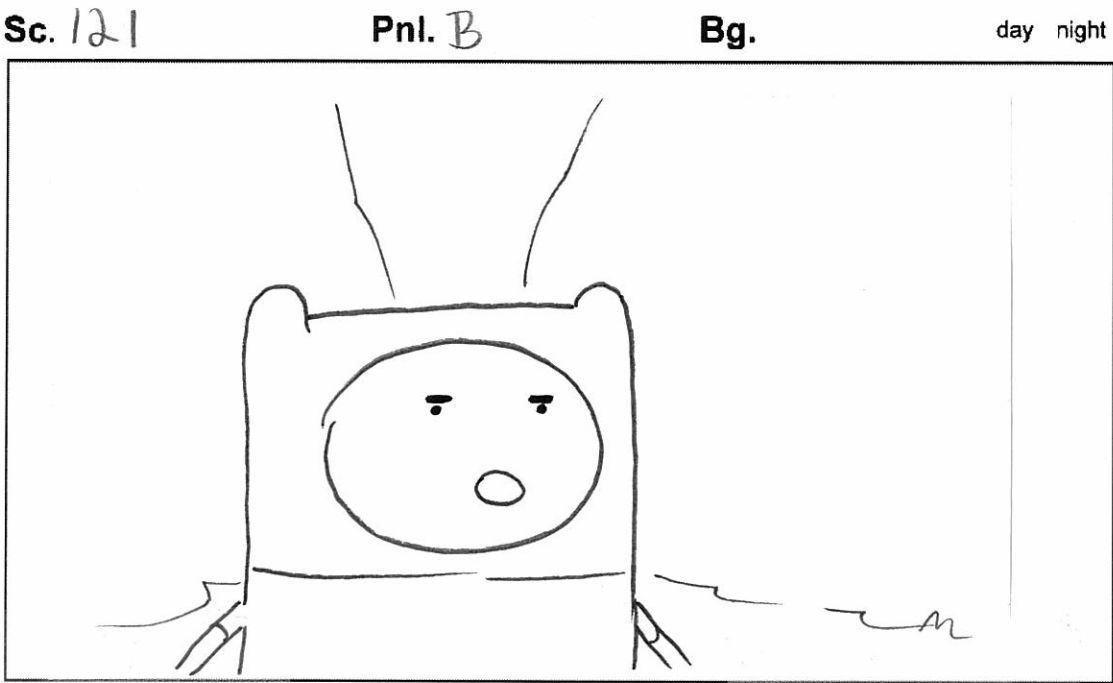
Sc. 121 Pnl. A Bg. day night



Dialog:
(BILLY:) THAT'S YA DAD
(F:) Wuh? ...
Action:
Timing:

EPISODE # 008104
Production :

ADVENTURE TIME



Dialog:	WAIT WAIT... (F:) MY DAD IS JAKE'S DAD.	(J:) FINN
Action:		
Timing:		

55-997-997
EPISODE #
Production :

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ADVENTURE TIME



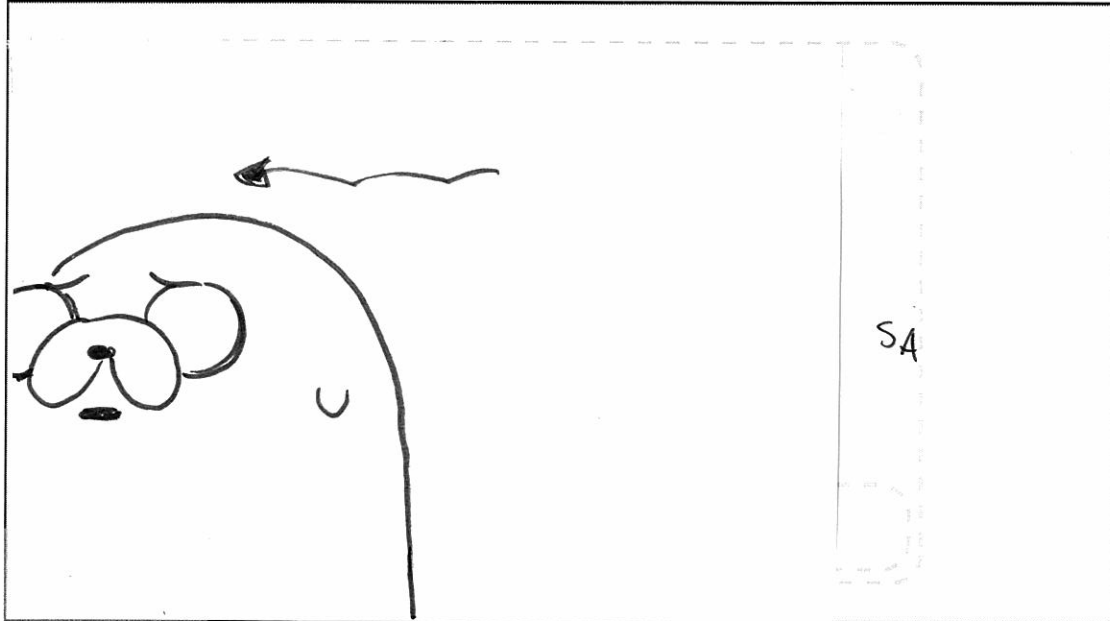
Page 148

Sc. 122

Pnl. B

Bg.

day night

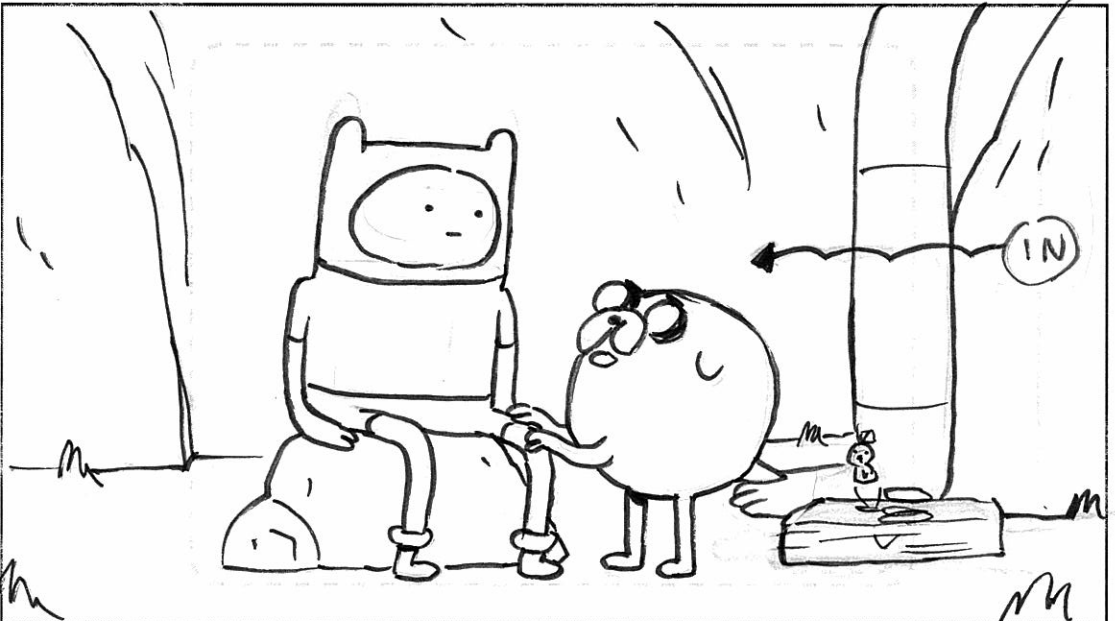


Sc. 123

Pnl. A

Bg.

day night



Dialog:

(J:) POPS and MA'AMS FOUND YOU IN THE FOREST... YOU WERE ABANDONED AND SITTING ON POO...

Action:

Timing:



008104
56

EPISODE #

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ADVENTURE TIME



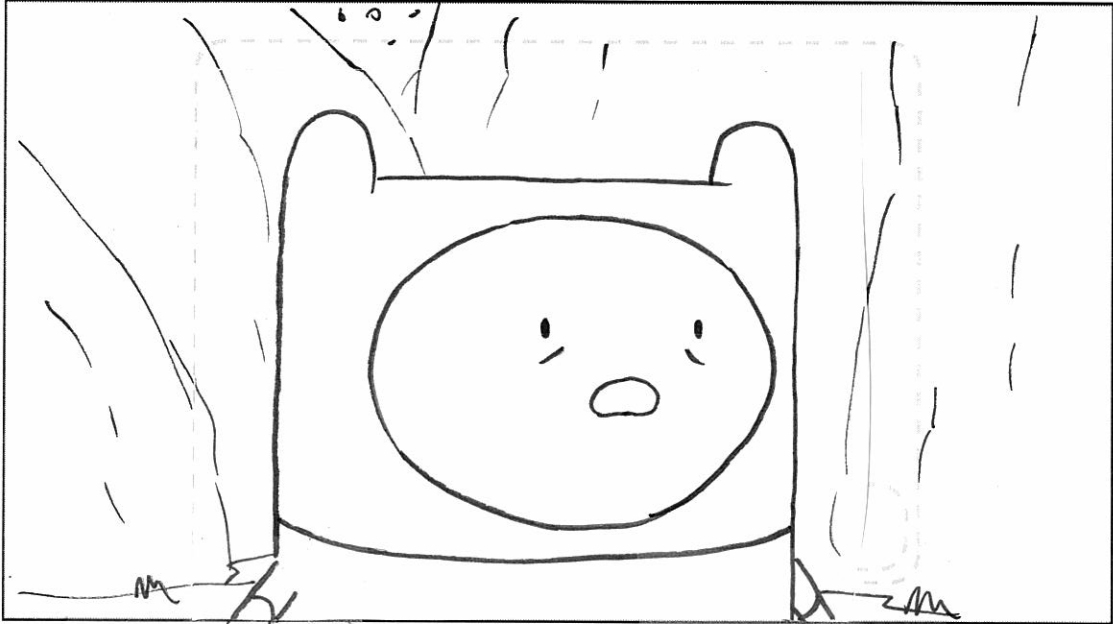
Page 149

Sc. 124

Pnl. A

Bg.

day night

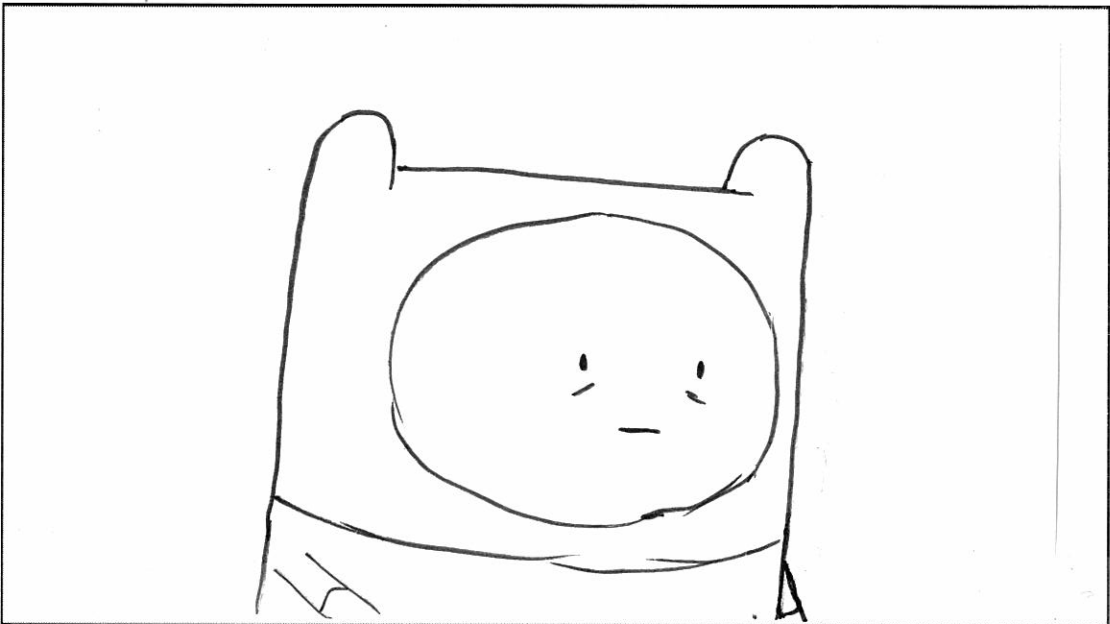


Sc. 124

Pnl. B

Bg.

day night

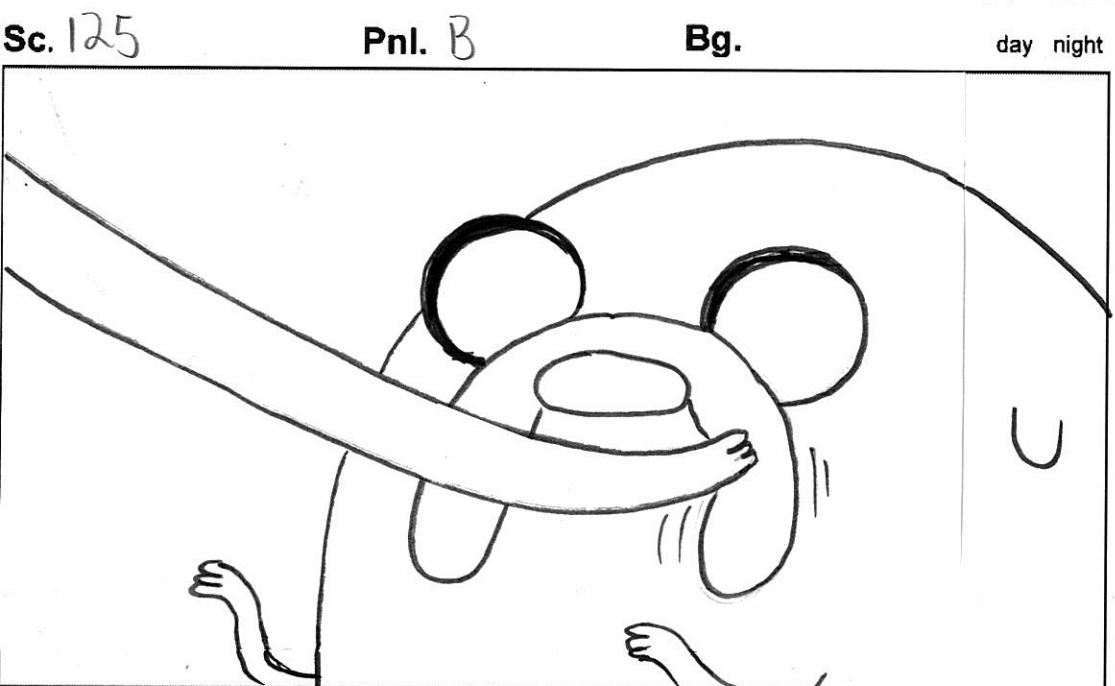
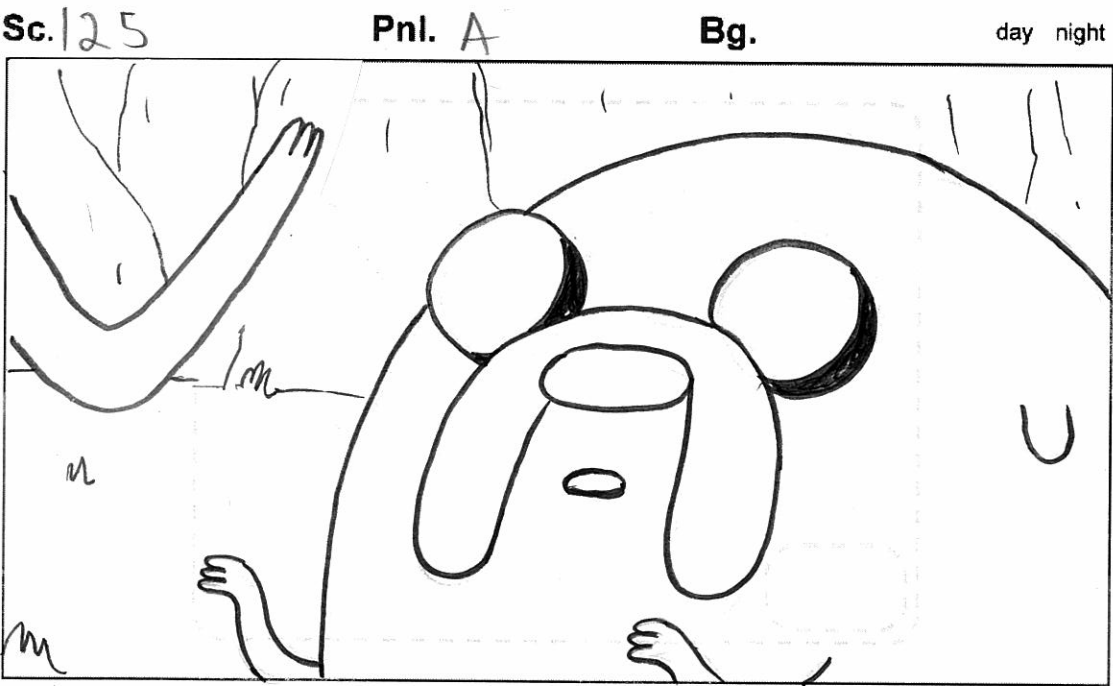


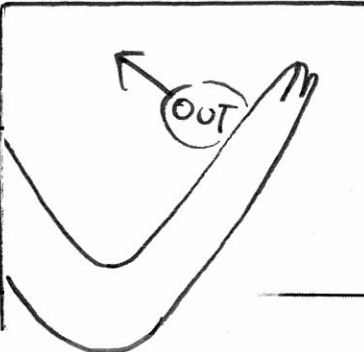
Dialog:
Action:
Timing:

EPISODE # 008104

Production :

ADVENTURE TIME



Dialog:	
Action:	
Timing:	(Jiggle jiggle)

008104
58

EPISODE #

Production :

ADVENTURE TIME

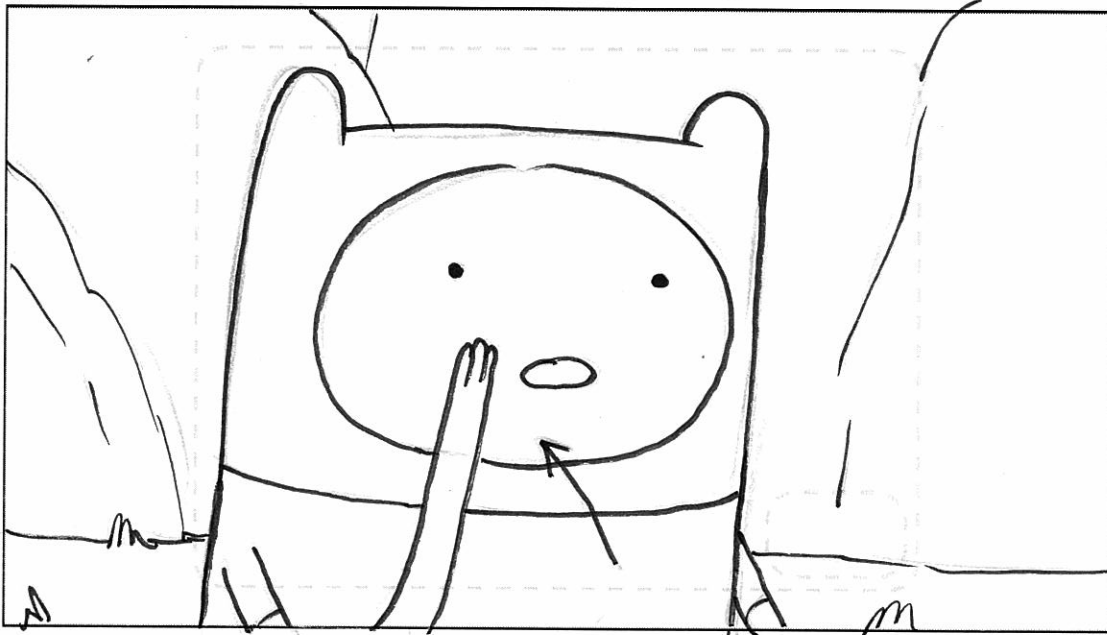


Sc. 126

Pnl. A

Bg.

day night

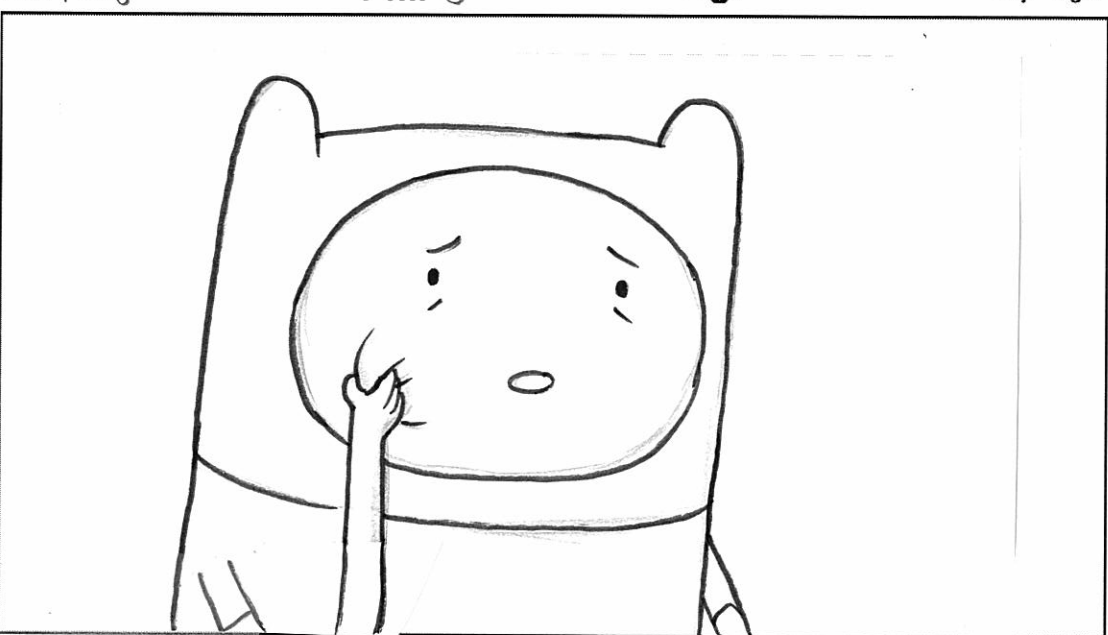


Sc. 126

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

008104
59

EPISODE #

Production :

ADVENTURE TIME



Sc. 126

Pnl. C

Bg.

day night



Sc. 126

Pnl. D

Bg.

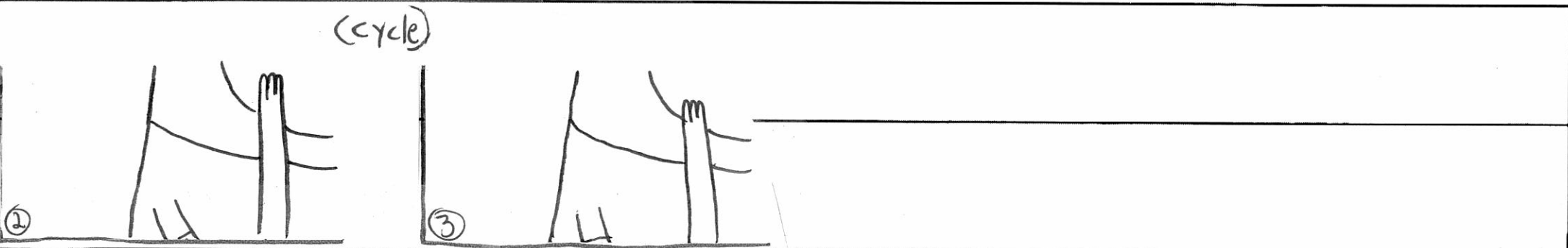
day night



Dialog:

Action:

Timing:



008104

EPISODE #

Production :

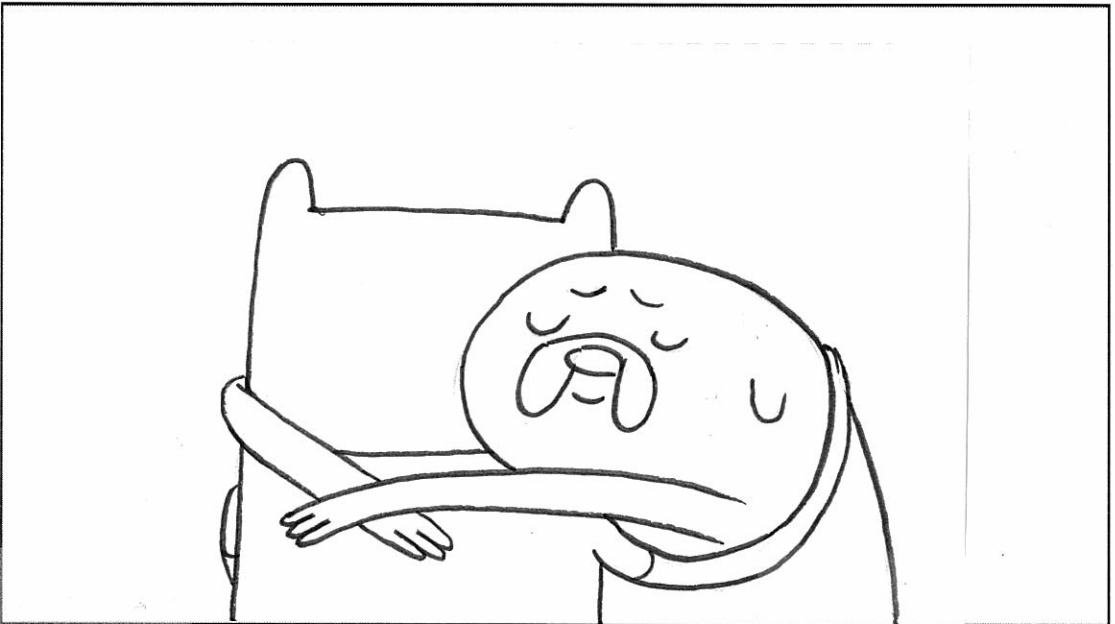
ADVENTURE TIME





Sc. 127 Pnl. A Bg. day night



Sc. 127 Pnl. B Bg. day night



Dialog:	(J:) We'll ALWAYS Be BROTHERS
Action:	
Timing:	(ALT)



J: It's kinda crazy that you DIDN'T FIGURE IT OUT ON YOUR OWN

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ADVENTURE TIME



Sc. 127

Pnl. C

Bg.

day night

Sc. 128

Pnl. A

Bg.

day night

Dialog:
(F:) THANKS
Action:
Timing:

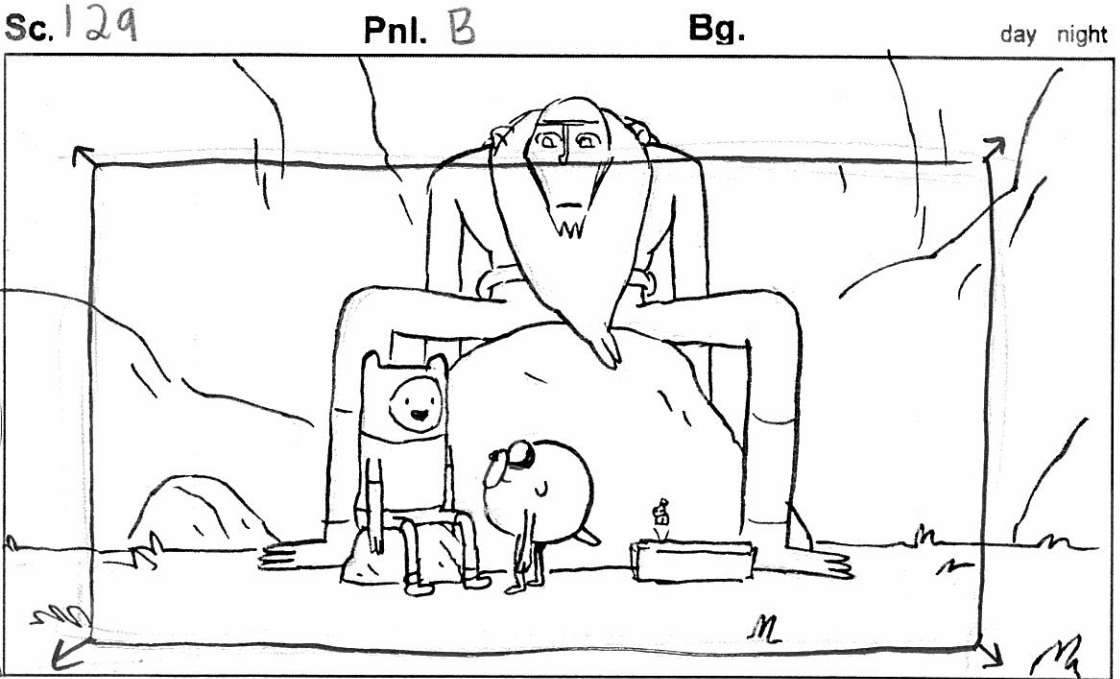
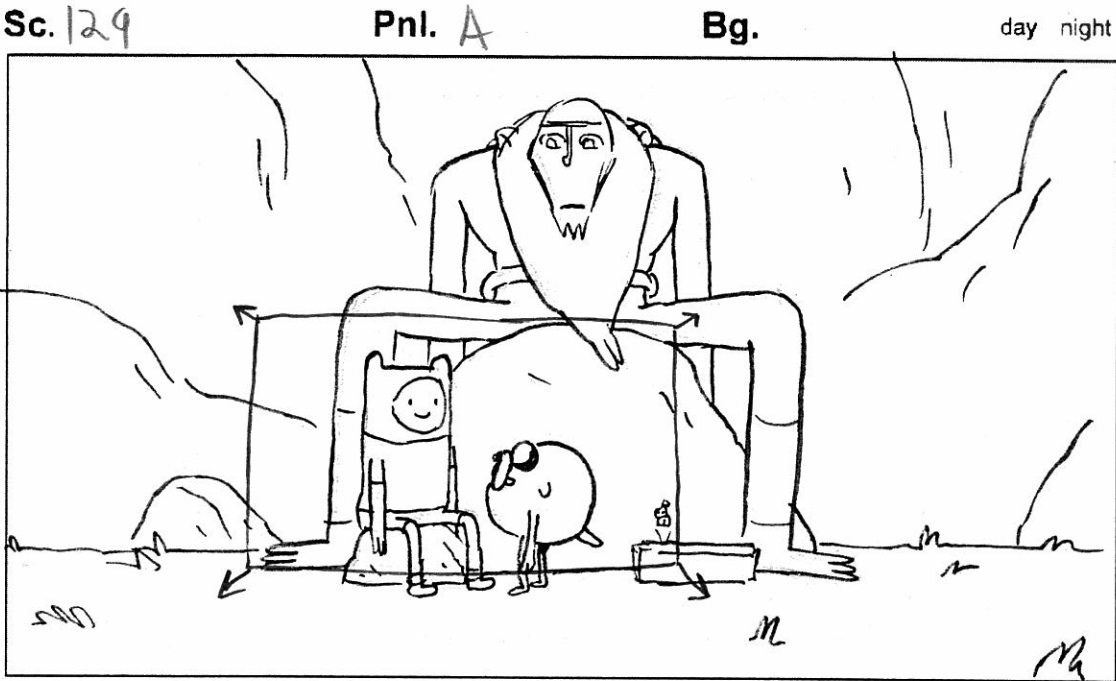
008104
2

EPISODE #

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ADVENTURE TIME



Dialog:

(J:) I LOVE YOU MAN

(F:) I LOVE YOU TOO MAN

Action:

(slow truck out)

(slow truck out)

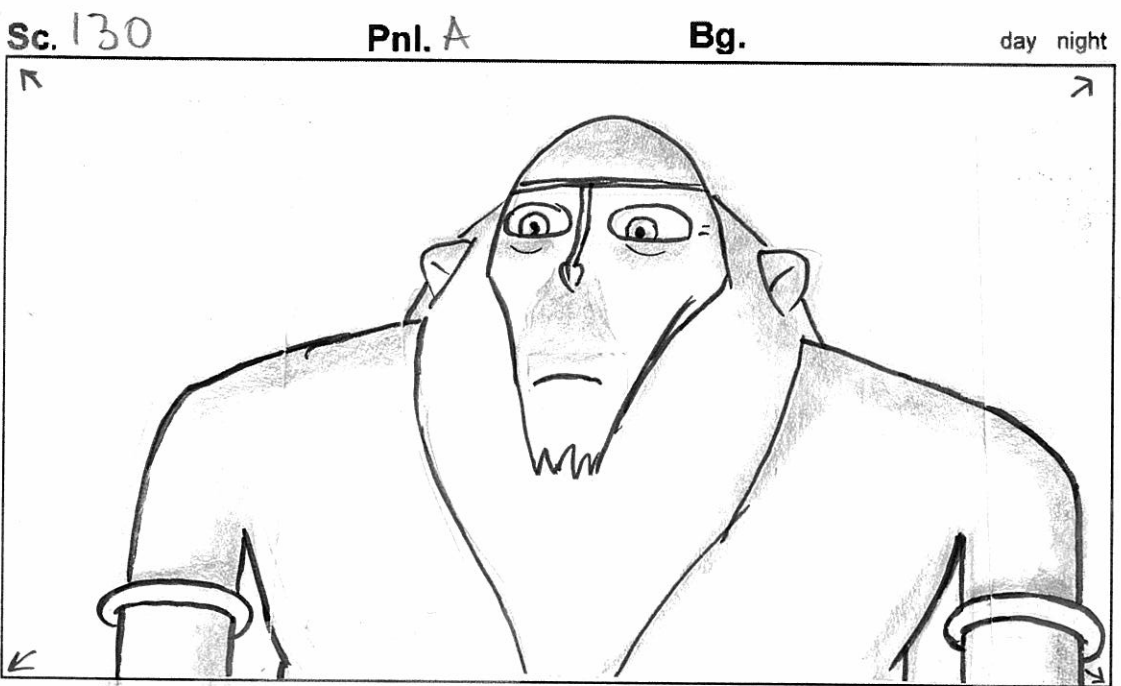
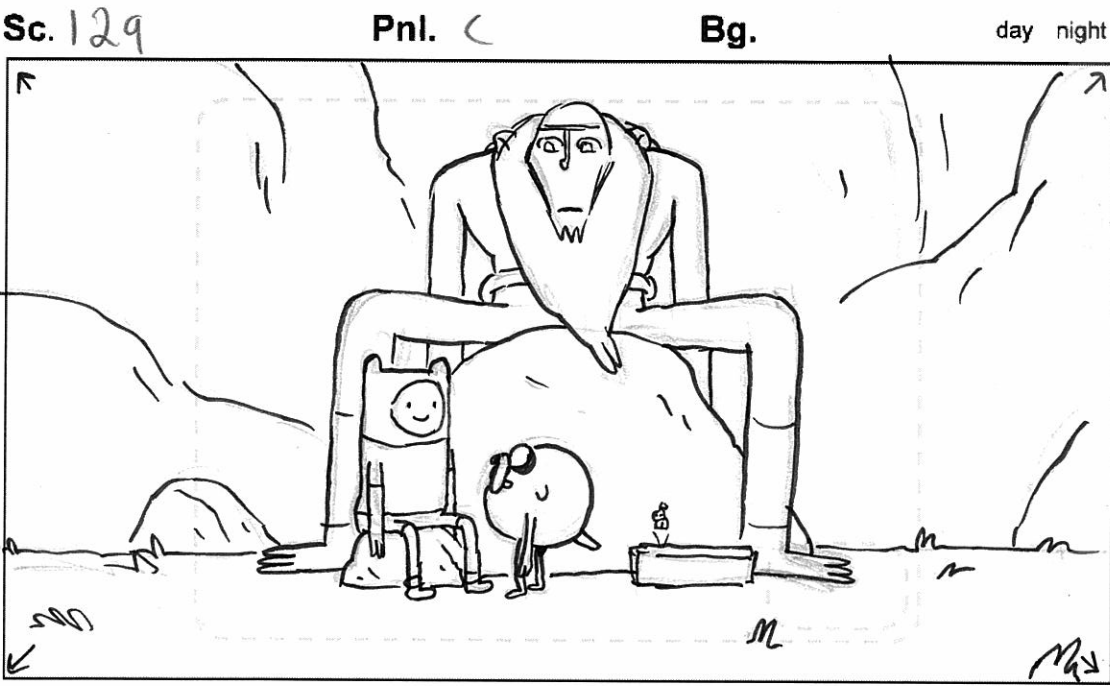
Timing:

000104

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
ⓐ J: Let's go get THAT GEM	O.S. ⓑ F: YEAH!
Action:	
(SLOW TRUCK OUT)	(SLOW TRUCK OUT)
Timing:	

008104
EPISODE #
Production :

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ADVENTURE TIME

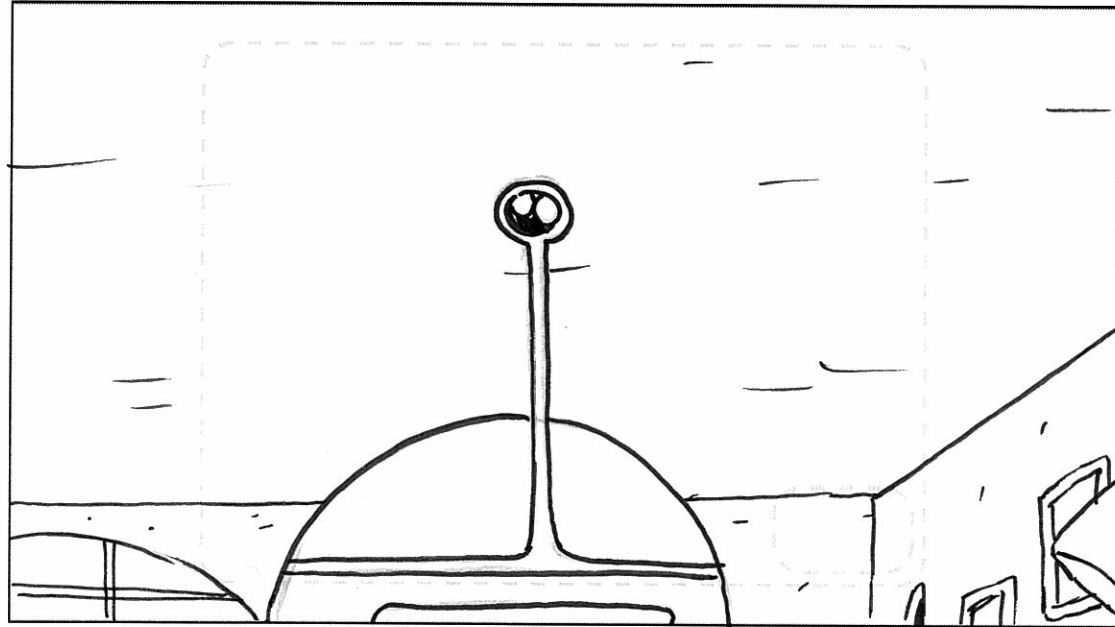


Sc. 131

Pnl. A

Bg.

day night

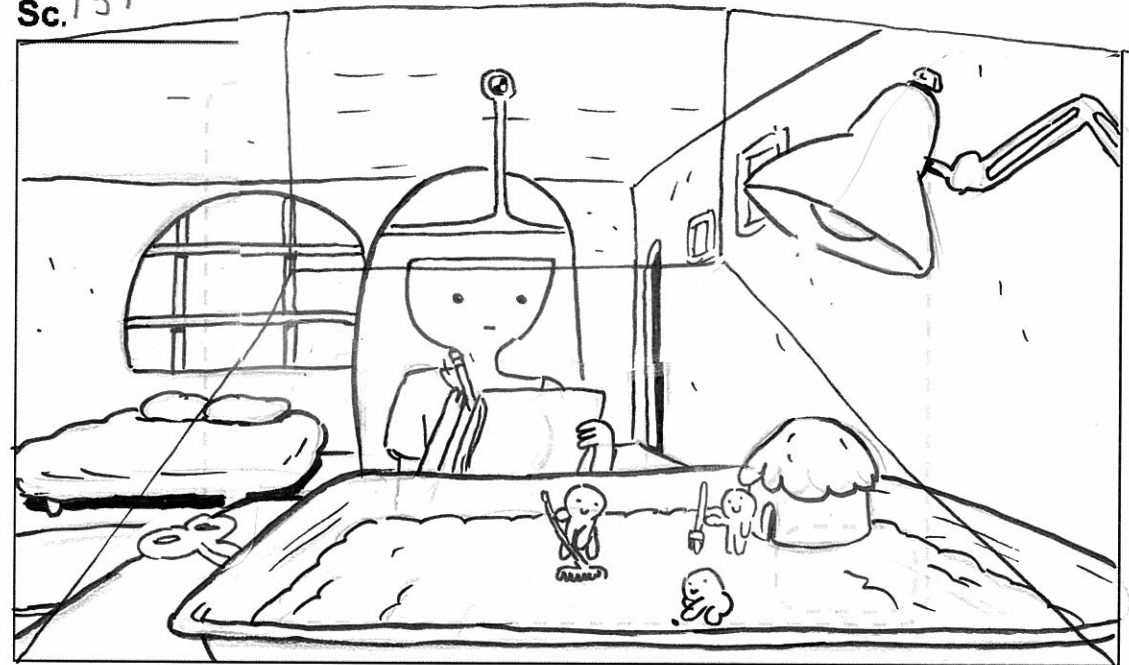


Pnl. B

Bg.

Page 157

Sc. 131



Dialog:

♪ (HAPPY OLD TIMEY MUSIC) ♪

Action:

(HARD CUT) (SLOW TRUCK OUT)

Timing:



008104

EPISODE #

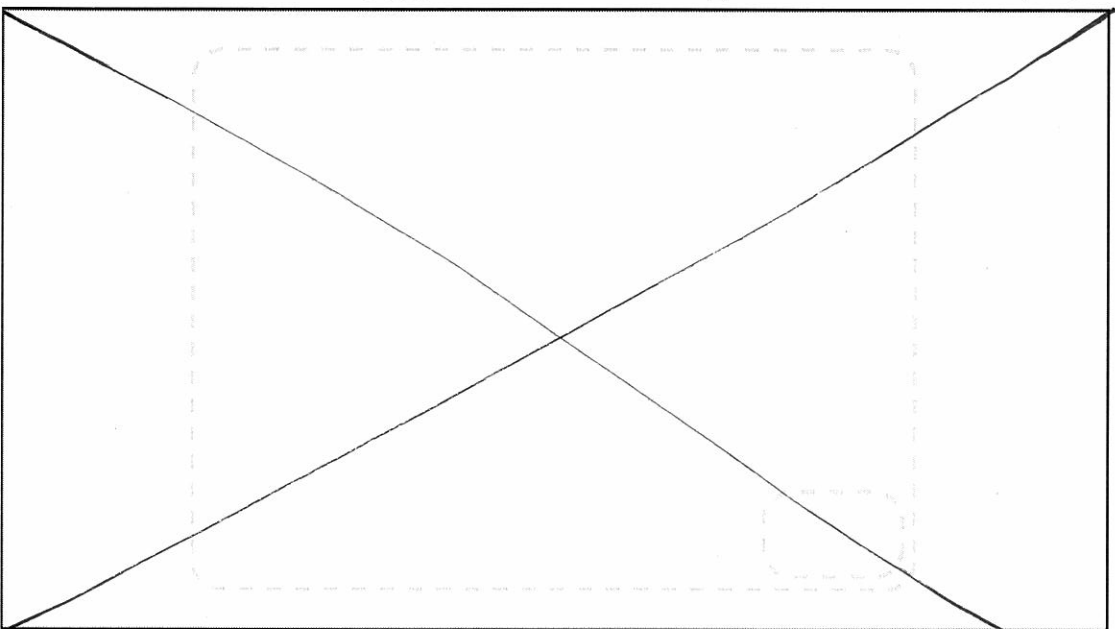
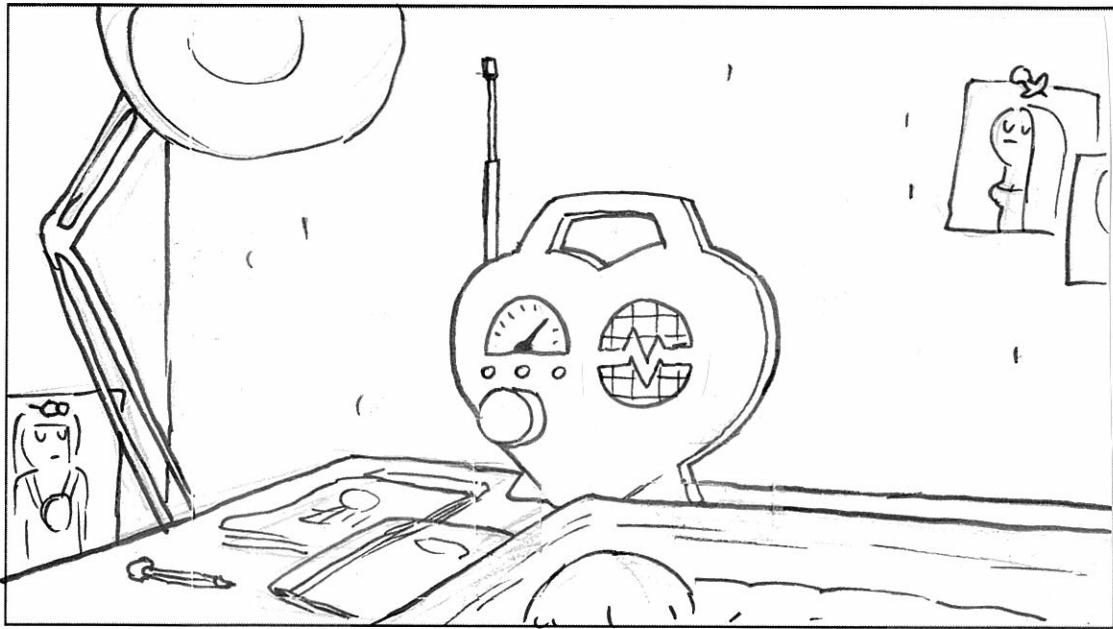
Production :

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ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:
♪ (HAPPY old TIMEy MUSIC LOUDer) ♪
Action:
Timing:

008104
EPISODE #
Production :

ADVENTURE TIME



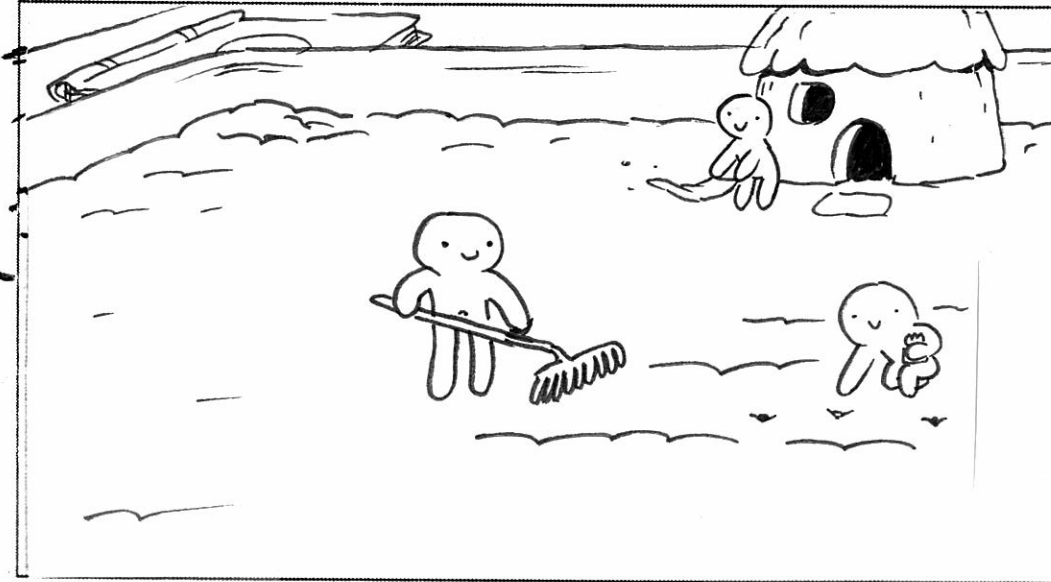
Page 159

Sc. 133

Pnl. A

Bg.

day night

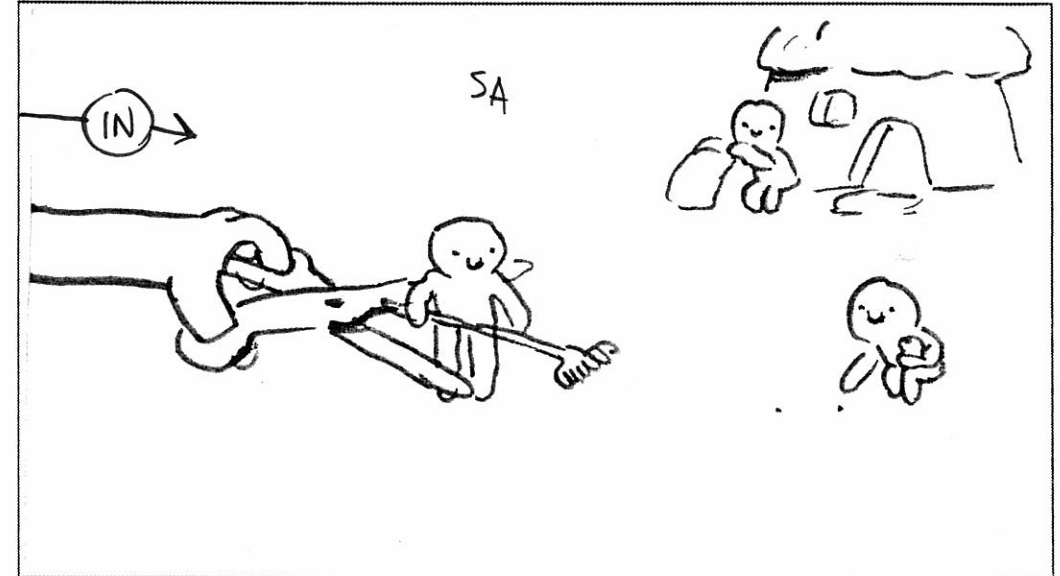


Sc. 133

Pnl. B

Bg.

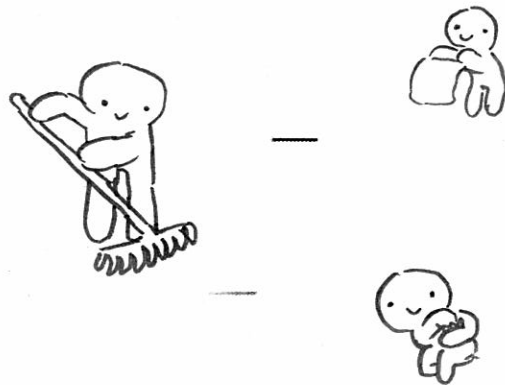
day night



Dialog:

Action:

Timing:



008104

EPISODE #

Production :

ADVENTURE TIME



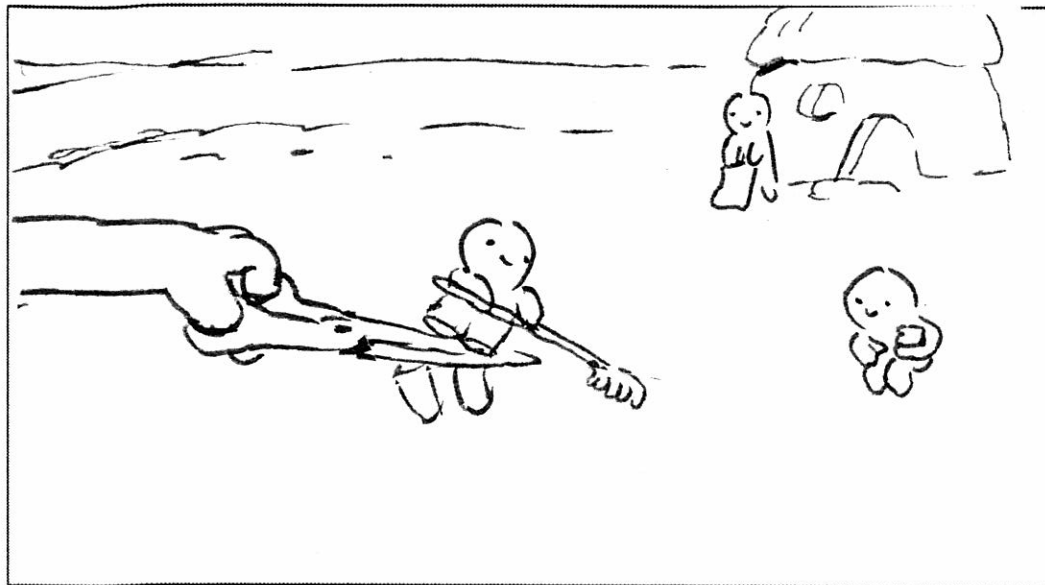
Page 160

Sc. 133

Pnl. C

Bg.

day night

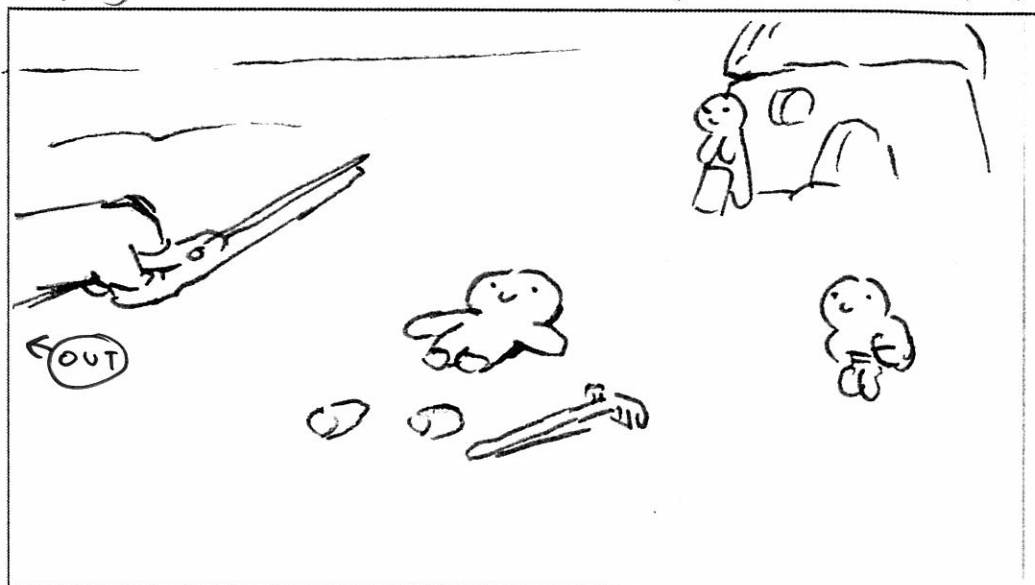


Sc. 133

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

EPISODE #

008104

Production :

3

ADVENTURE TIME

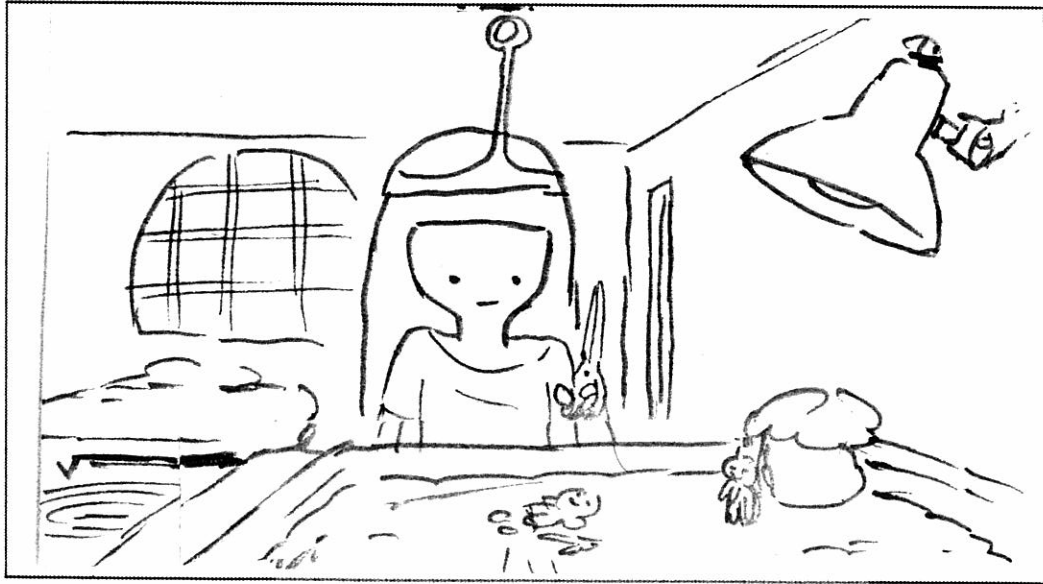


Sc. 134

Pnl. A

Bg.

day night

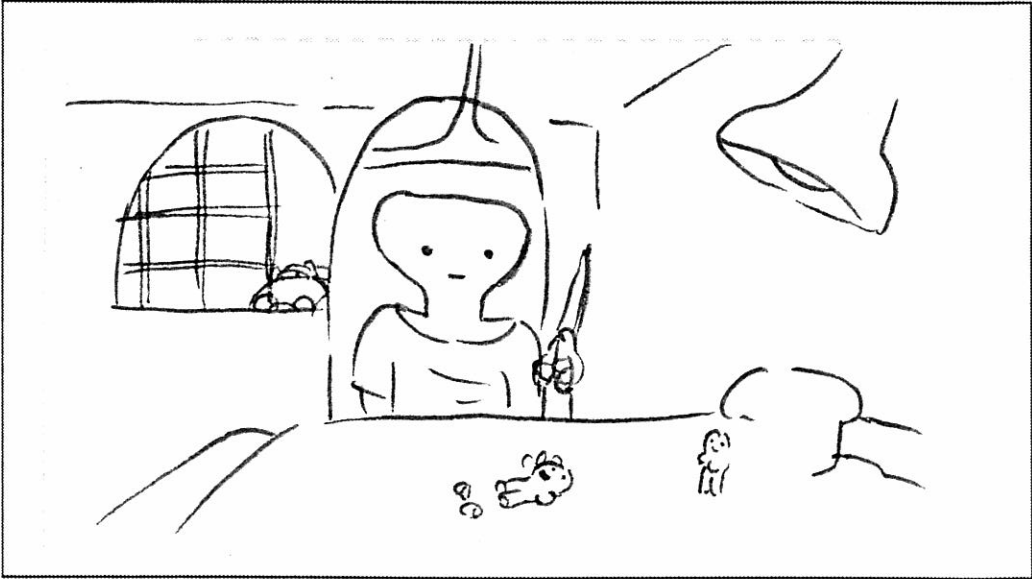


Sc. 134

Pnl. B

Bg.

day night



Dialog:

Little CANDY GUY: Hiiiii!

Action:

FINN + JAKE Peek IN WINDOW

Timing:

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008104

EPISODE #

Production :

ADVENTURE TIME



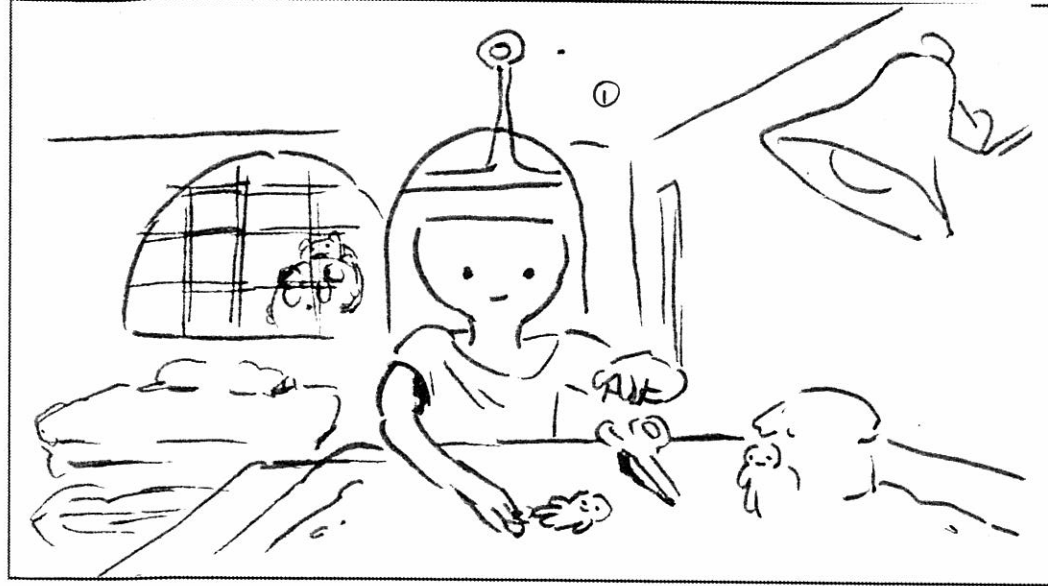
Page 162

Sc. 134

Pnl. C

Bg.

day night

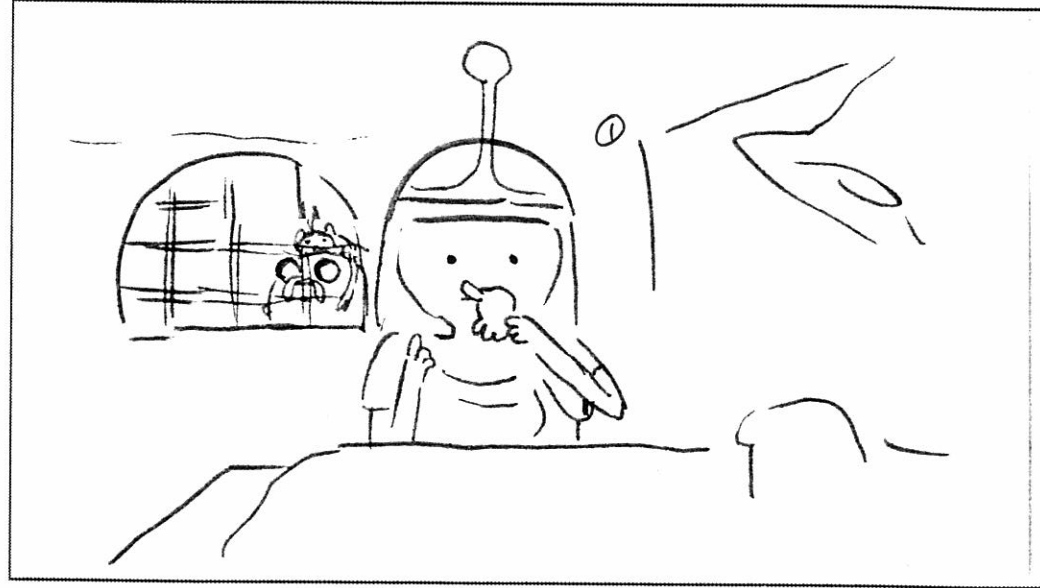


Sc. 134

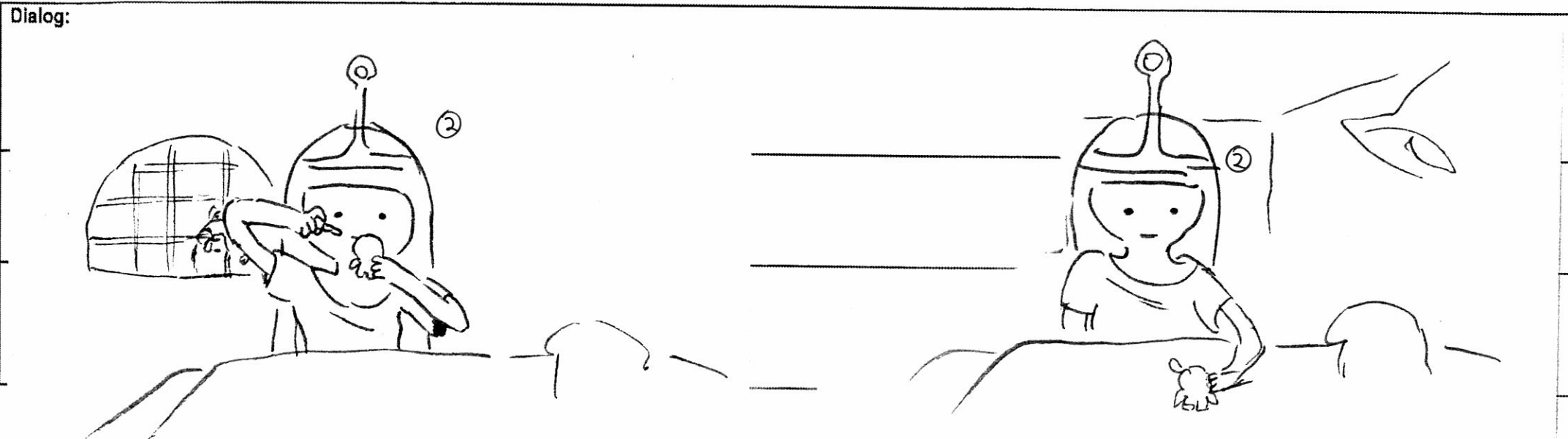
Pnl. D

Bg.

day night



Dialog:



008104

EPISODE #

Production :

ADVENTURE TIME



Page 163

Sc. 134

Pnl. E

Bg.

day night

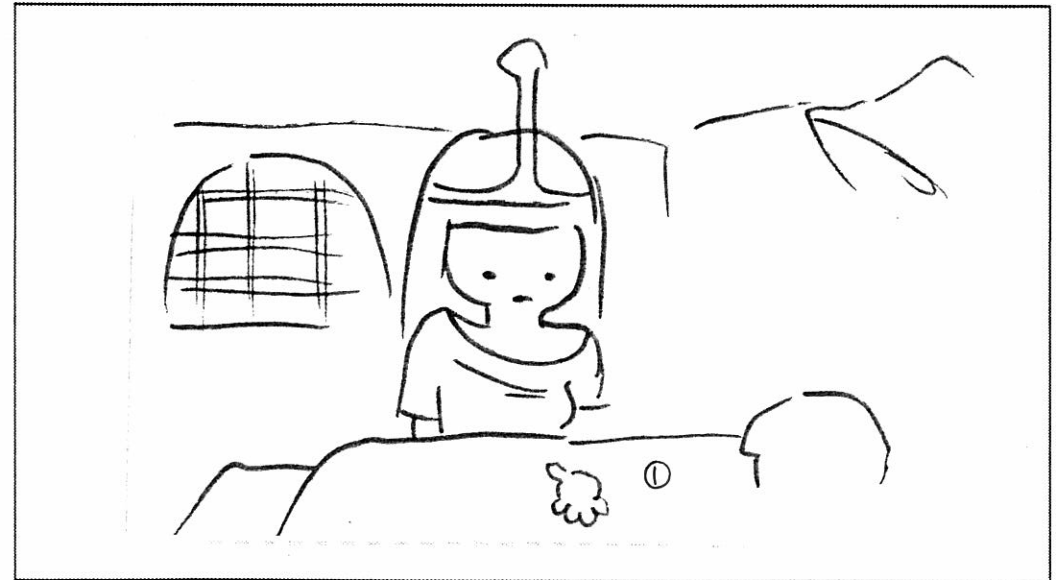


Sc. 134

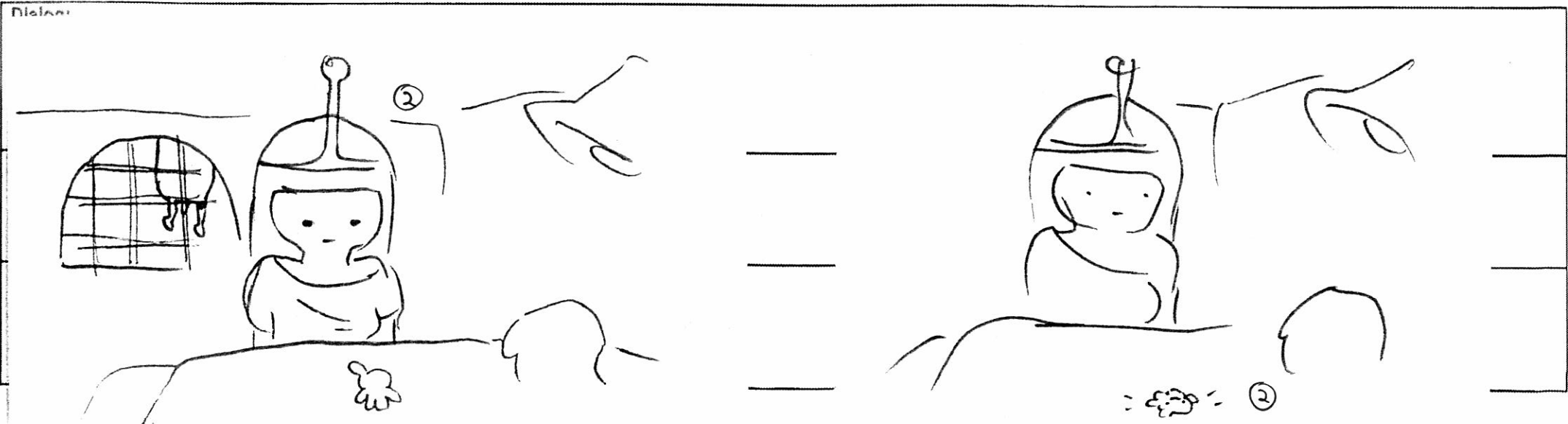
Pnl. F

Bg.

day night



Dialog:



*BAP

008104

EPISODE #

Production :

ADVENTURE TIME



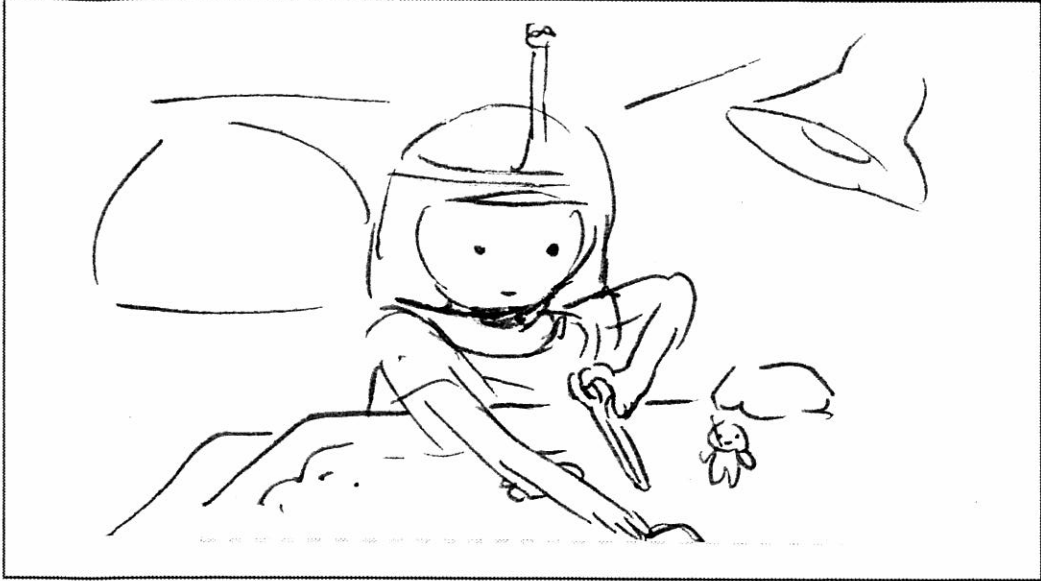
Page 164

Sc. 134

Pnl. G

Bg.

day night

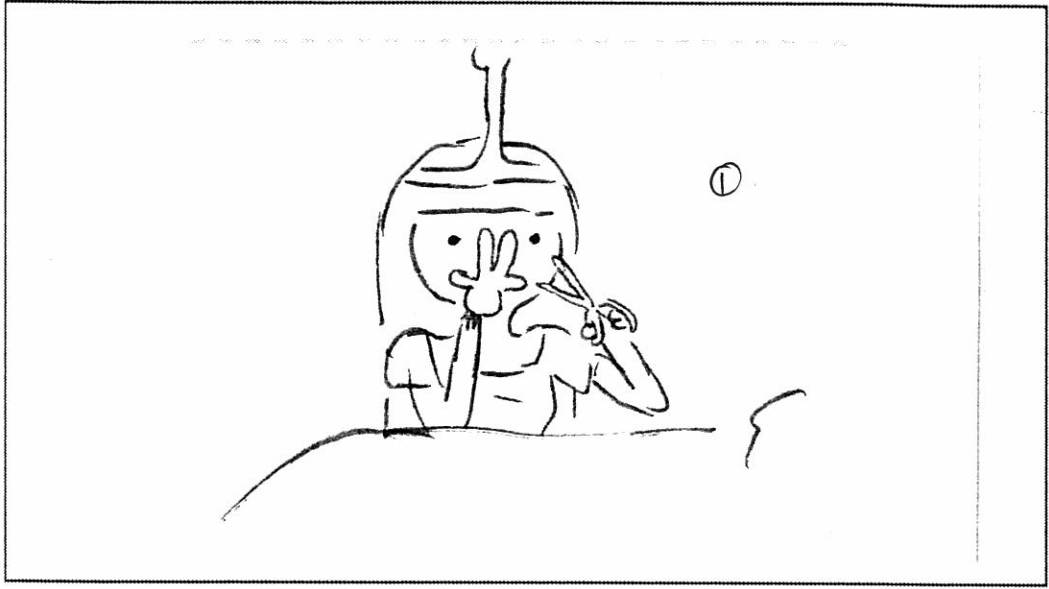


Sc. 134

Pnl. H

Bg.

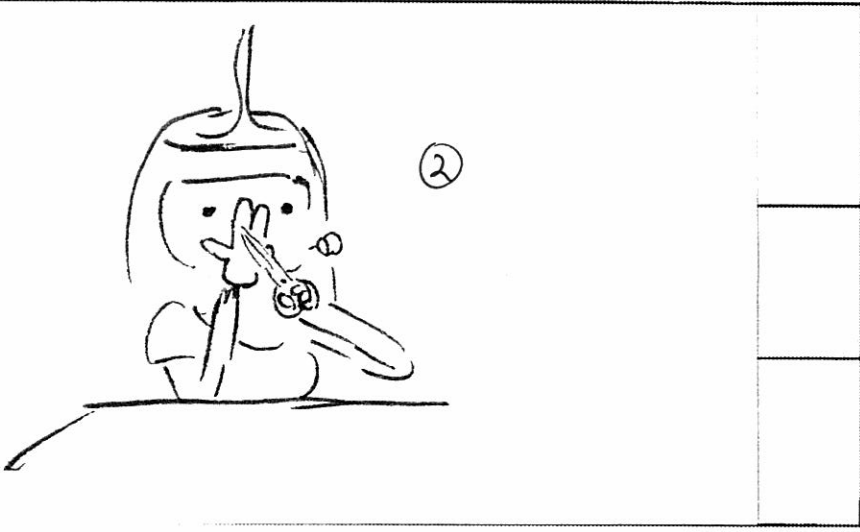
day night



Dialog:

Action:

Timing:



EPISODE # 008104

Production :

ADVENTURE TIME

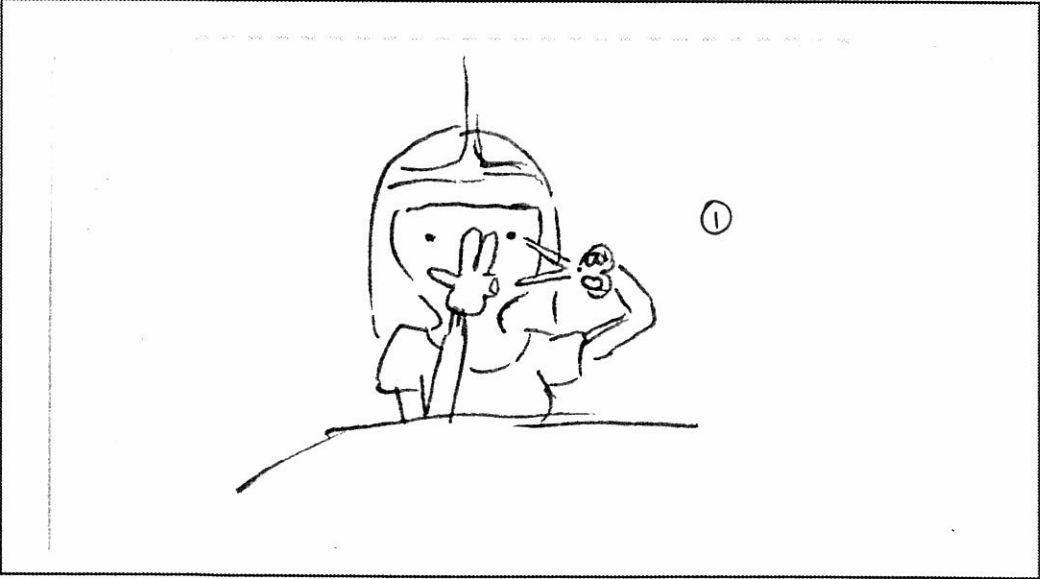


Sc. 134

Pnl. I

Bg.

day night

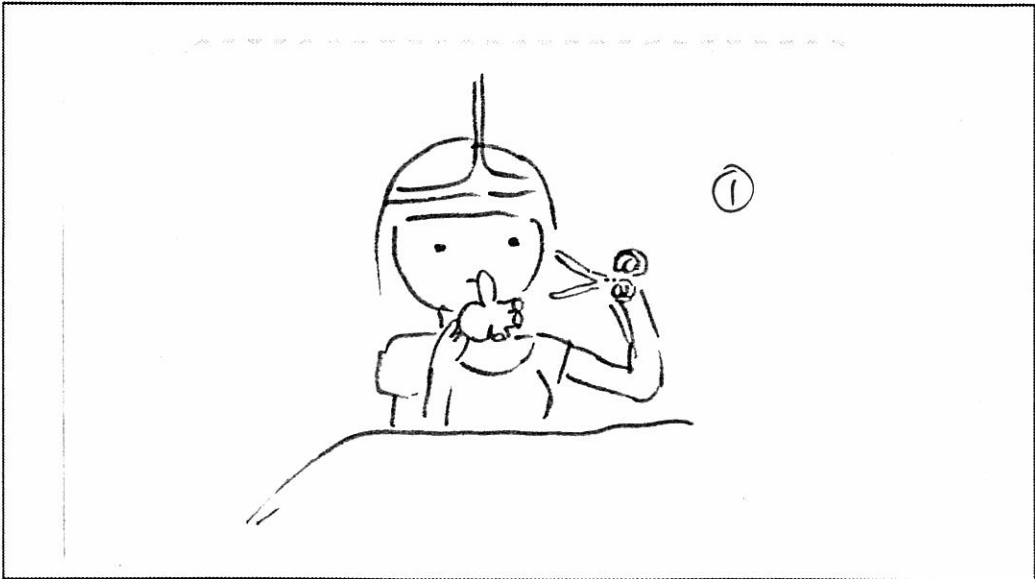


Sc. 134

Pnl. J

Bg.

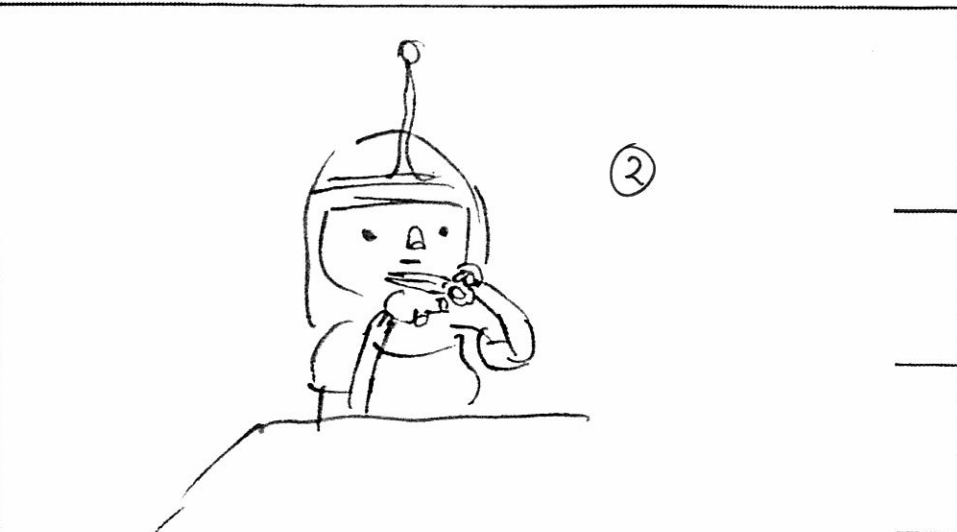
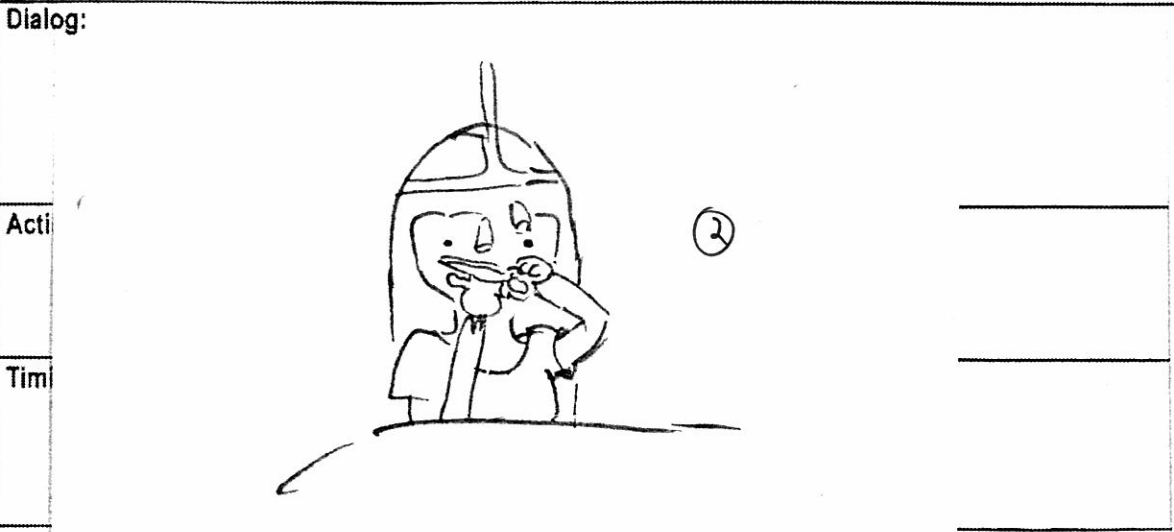
day night



Dialog:

Acti

Tim



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ADVENTURE TIME



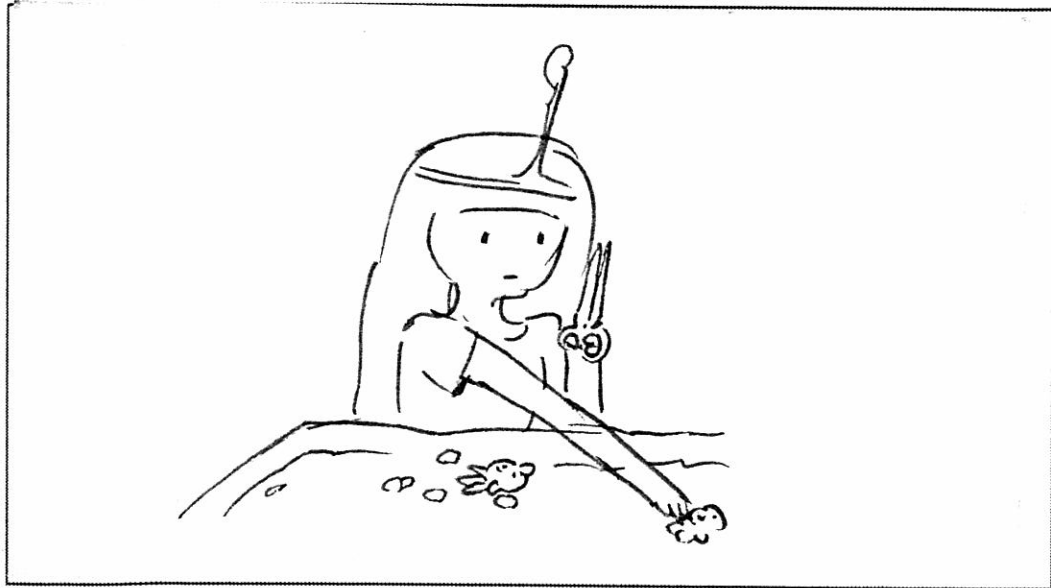
Page 166

Sc. 134

Pnl. K

Bg.

day night

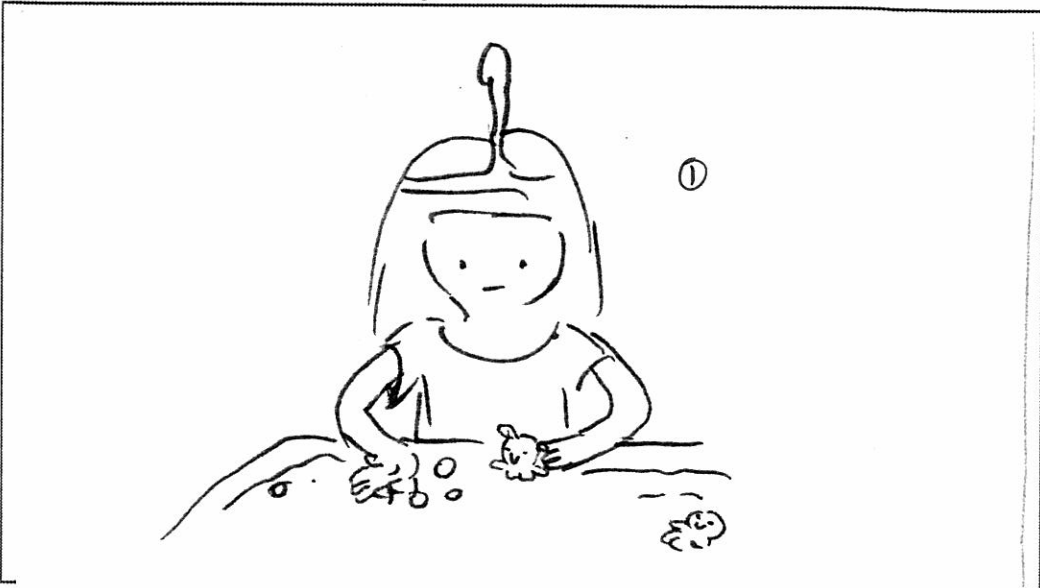


Sc. 134

Pnl. L

Bg.

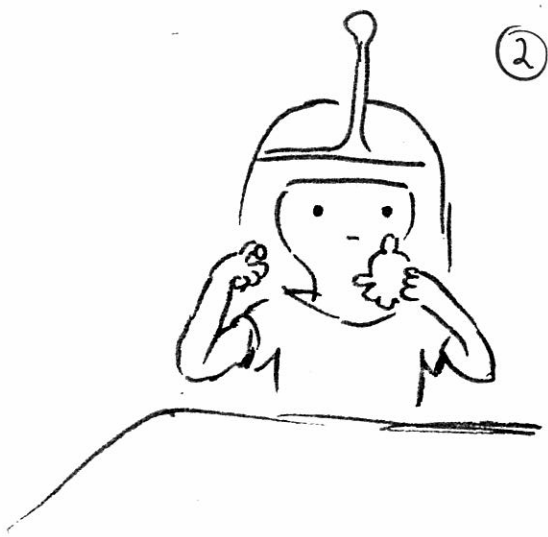
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

008104

ADVENTURE TIME



Sc. 134

Pnl. M

Bg.

day night

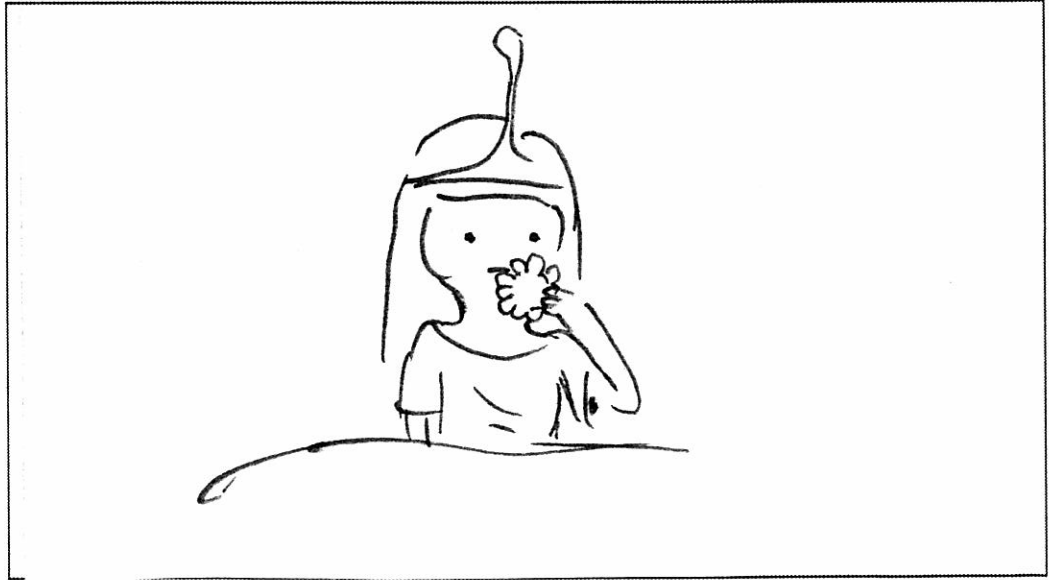


Sc. 134

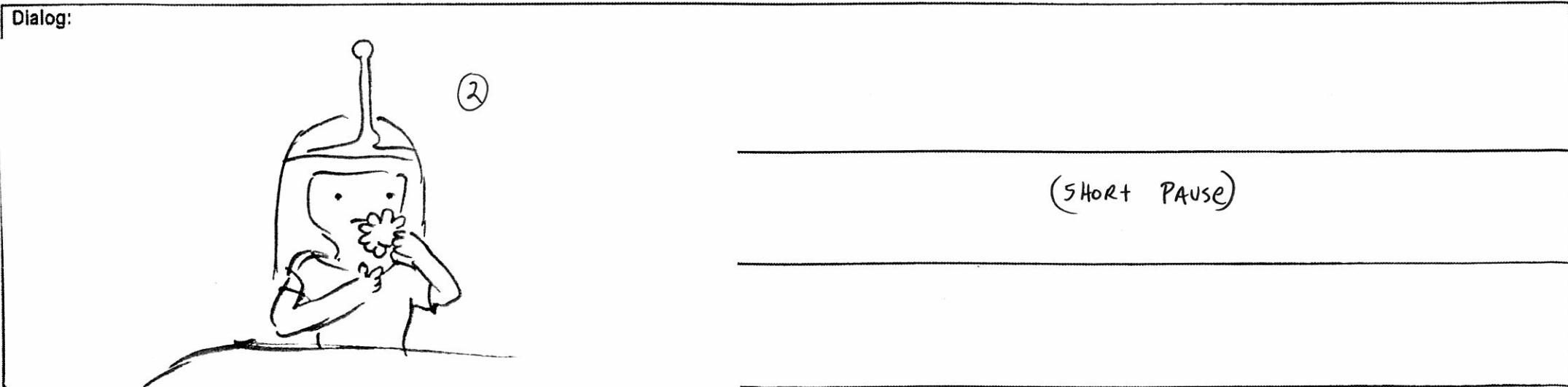
Pnl. N

Bg.

day night



Dialog:



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EPISODE #

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ADVENTURE TIME

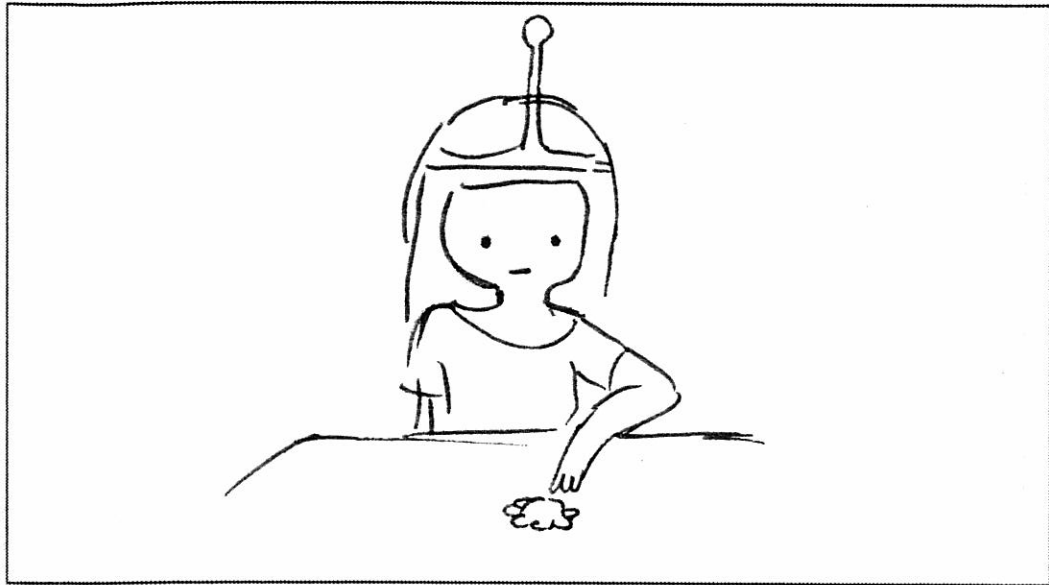


Sc. 134

Pnl. ○

Bg.

day night

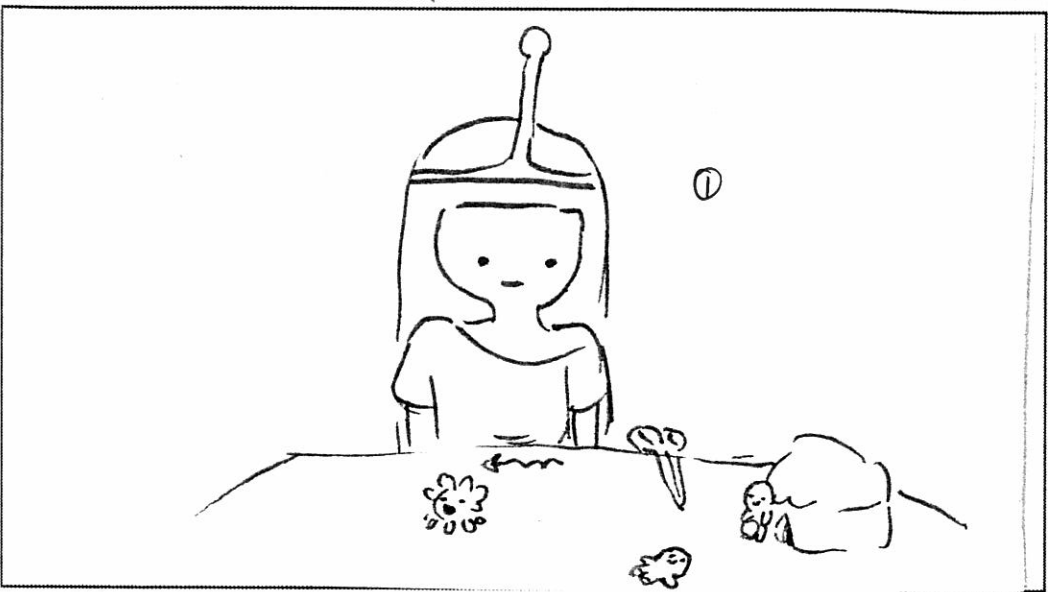


Sc. 134

Pnl. P

Bg.

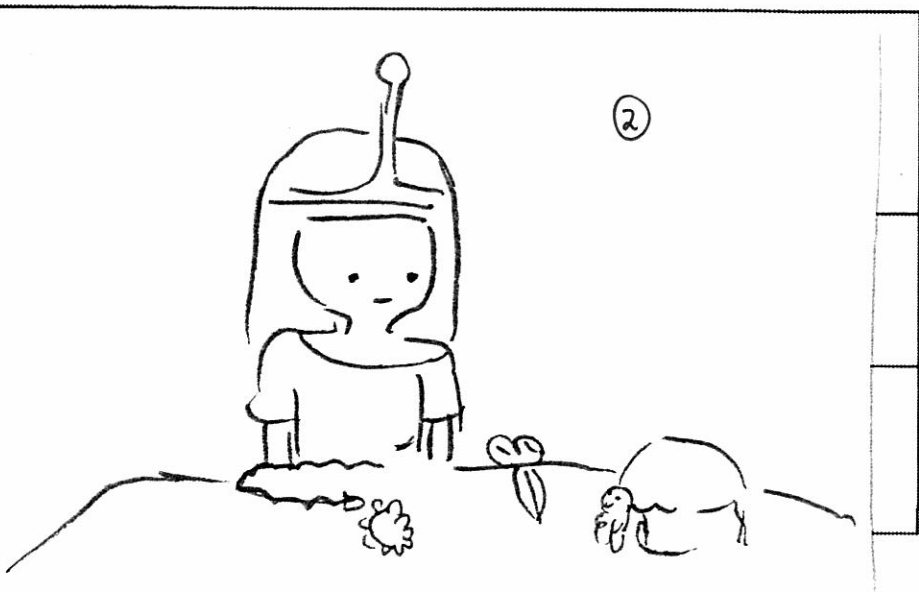
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

008104

ADVENTURE TIME



Page 169

Sc. 134

Pnl. Q

Bg.

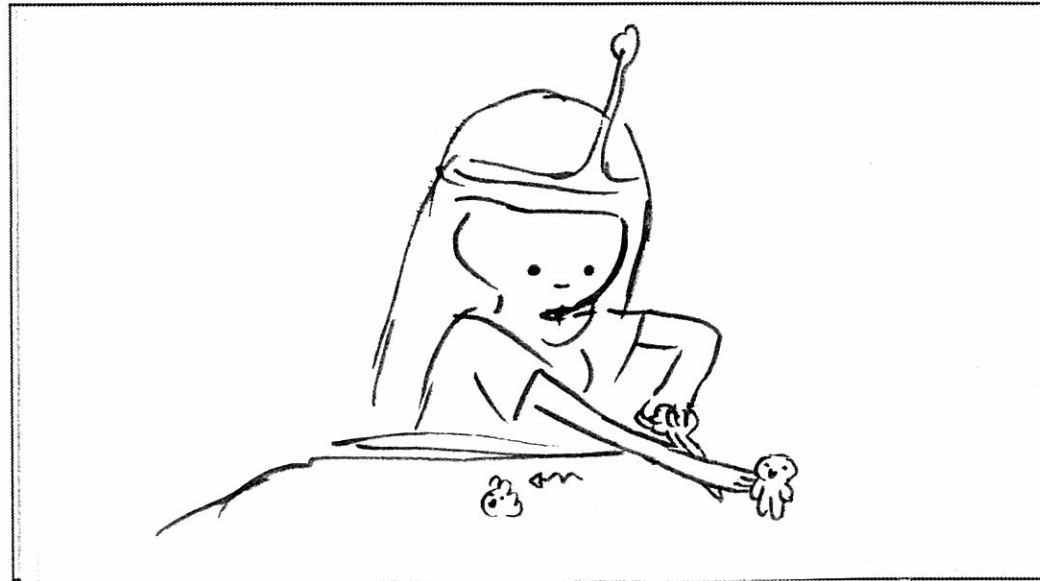
day night

Sc. 134

Pnl. R

Bg.

day night



Dialog:
Action:
Timing:

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008104

EPISODE #

Production :

ADVENTURE TIME



Page 170

Sc. 134

Pnl. S

Bg.

day night

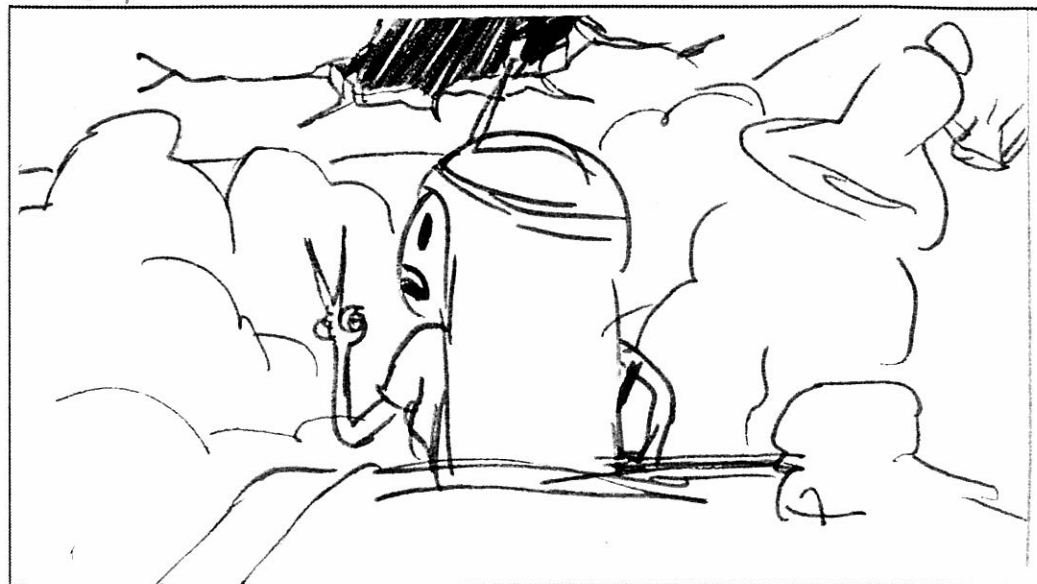


Sc. 134

Pnl. T

Bg.

day night



Dialog:

*KA BOOSH!
(PB) AHHH!

Who's there!

Action:

Timing:

EPISODE #

008104

Production :

ADVENTURE TIME



Page 171

Sc. 135

Pnl. A

Bg.

day night



Sc. 135

Pnl. B

Bg.

day night



Dialog:

(F:) *Cough cough

Action:

Timing:

*Cough

PRINCESS

(2)



008104

EPISODE #

Production :

ADVENTURE TIME

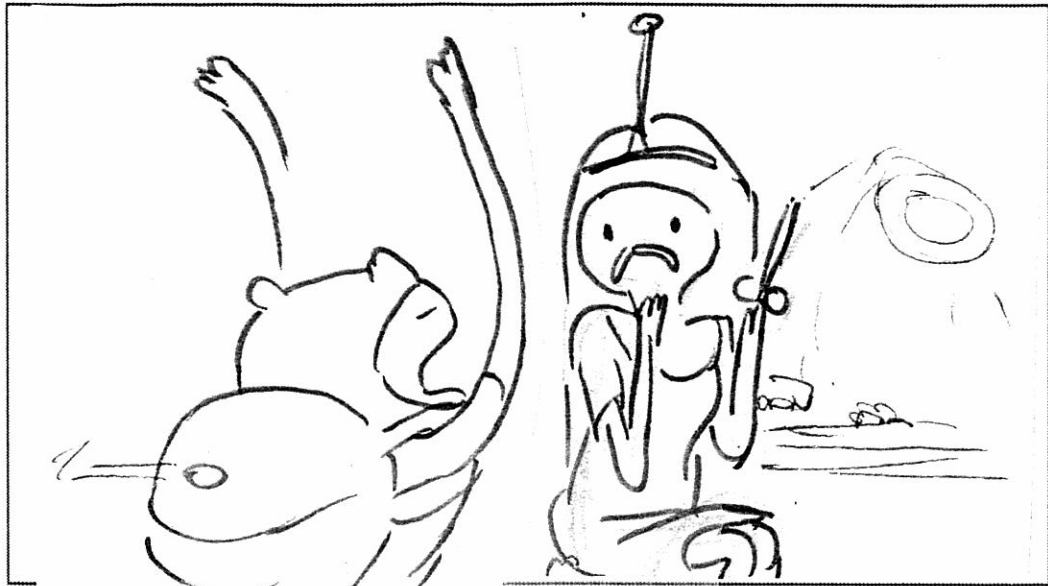


Sc. 136

Pnl. A

Bg.

day night

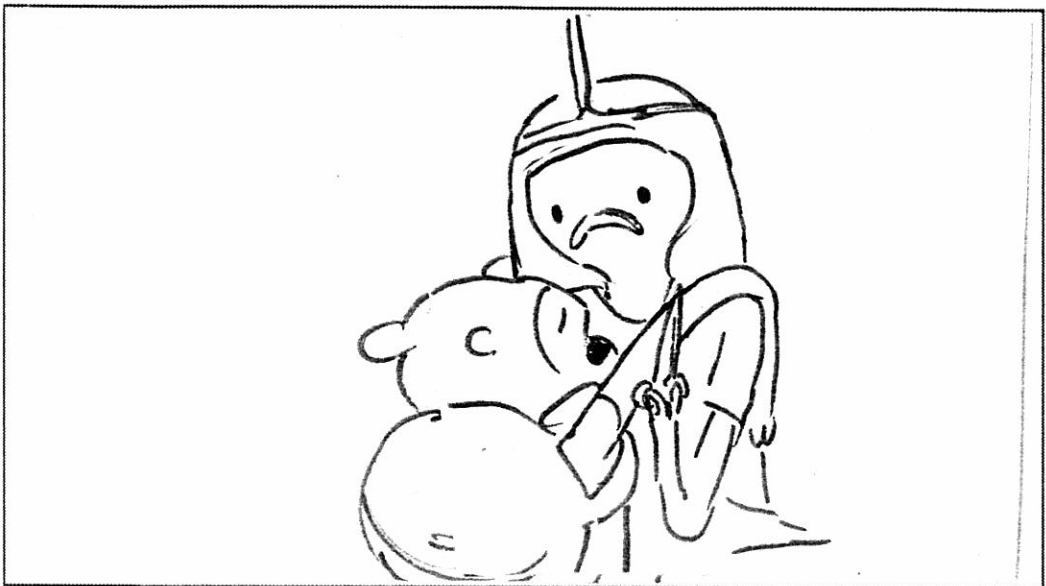


Sc. 136

Pnl. B

Bg.

day night



Dialog:

(F:) PRINCESS I NEED THE GEM
(OUT OF BREATH/WIND KNOCKED OUT)

(EXHAUSTED)

FROM YOUR
CROWN

Action:

Timing:

EPISODE #

008104

Production

ADVENTURE TIME



Page 173

Sc. 136

Pnl. C

Bg.

day night



Sc. 136

Pnl. D

Bg.

day night



Dialog:

PB:

WHAT THE JUNK?
NO!

Action:

Timing:



PB:

UHAHH GET OFF!

SFX* STRUGGLE

008104

EPISODE #

PRODUCTION

ADVENTURE TIME



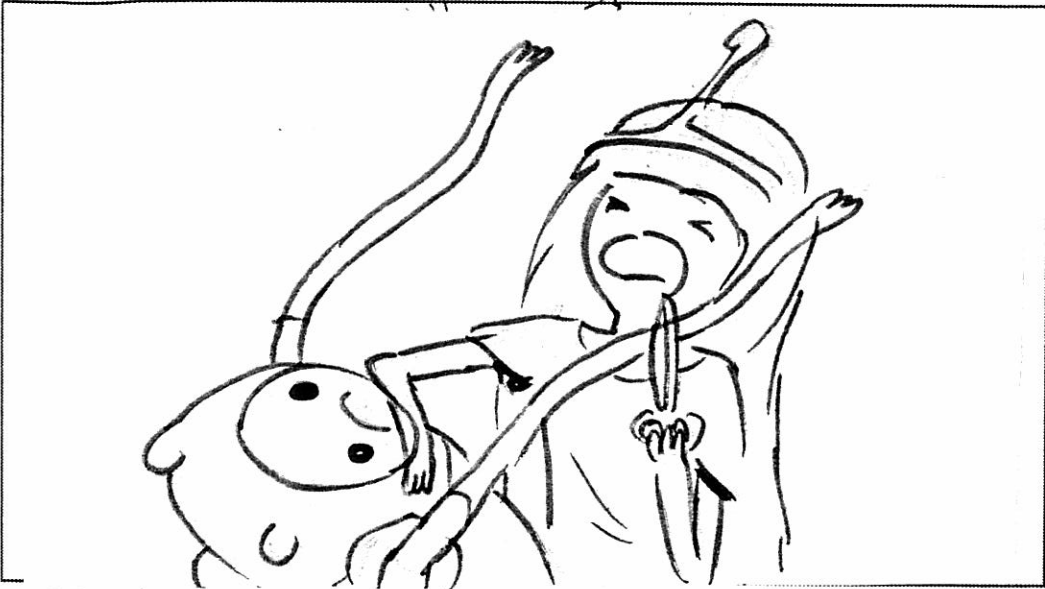
Page 174
day night

Sc. 136

Pnl. E

Bg.

day night

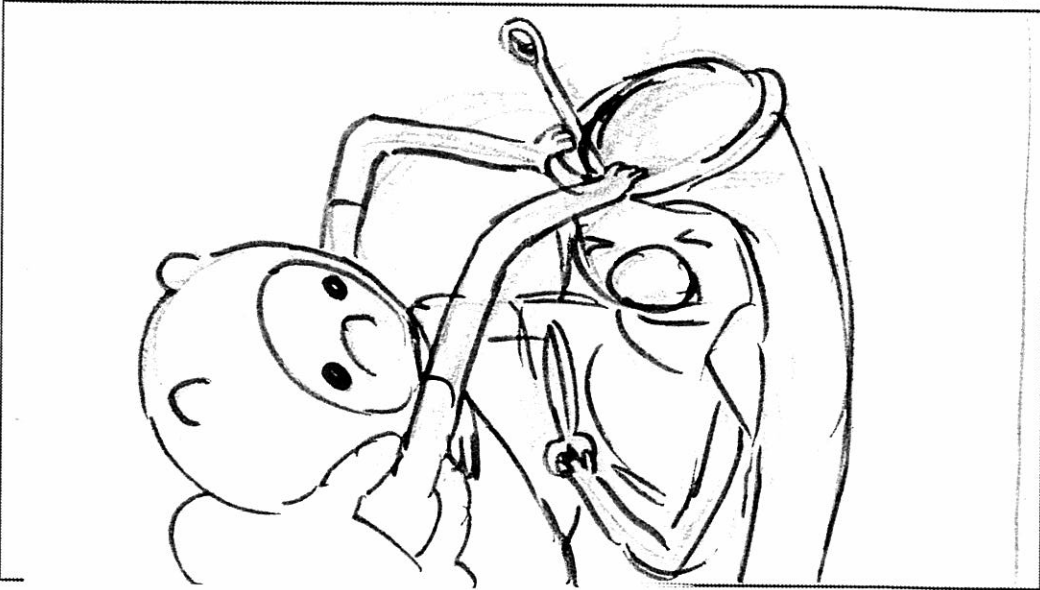


Sc. 136

Pnl. F

Bg.

day night



Dialog:

PB: UGH

PB: Get

Action:

Timing:

EPISODE #

Production :

008104

ADVENTURE TIME

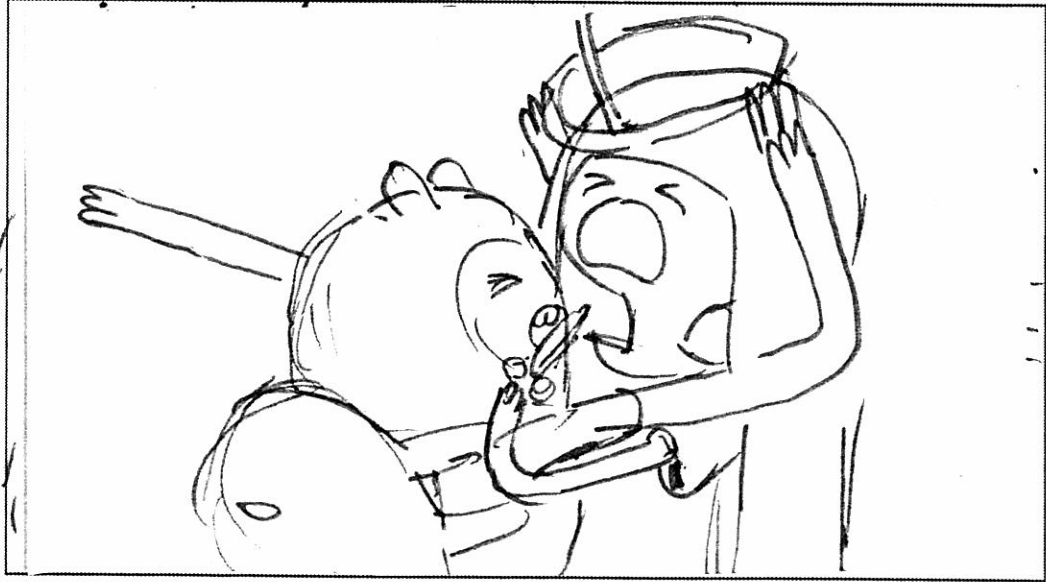


Sc. 136

Pnl. G

Bg.

day night

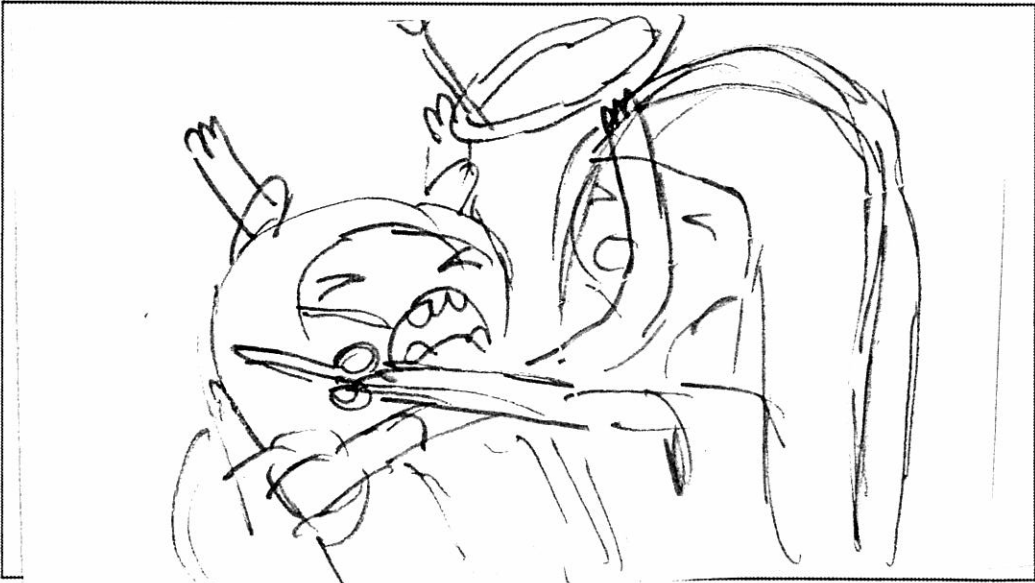


Sc. 136

Pnl. H

Bg.

day night



Dialog:

(PB:)

OFFA

(PB:)

Me!

Action:

Timing:

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Production :

ADVENTURE TIME



NO PAGE
172

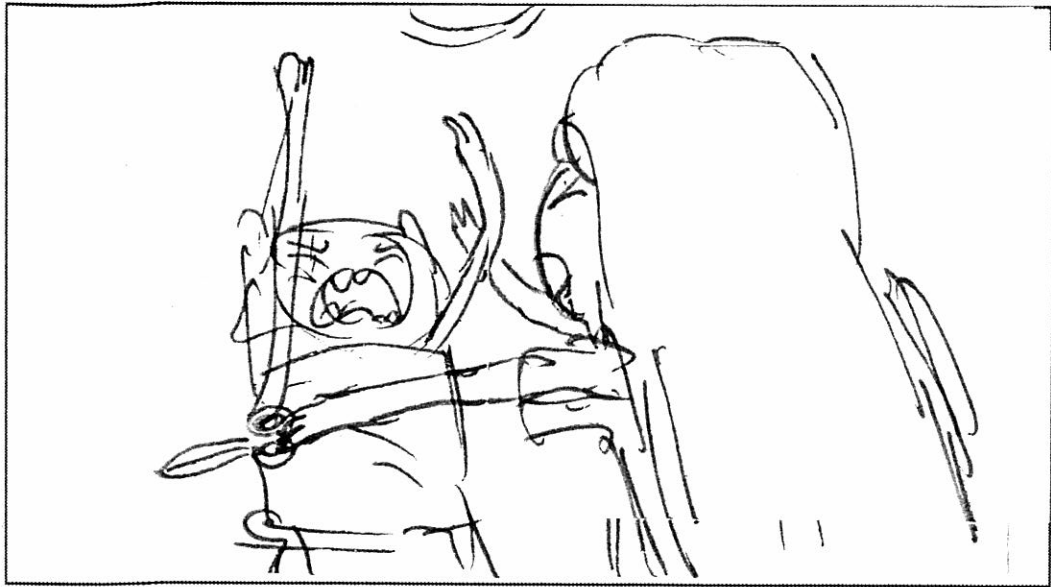
Page 176

Sc. 137

Pnl. A

Bg.

day night



Sc. 137

Pnl. B

Bg.

day night



Dialog:

F: Owww!

Action:

Timing:

EPISODE #

008104

Production :

ADVENTURE TIME



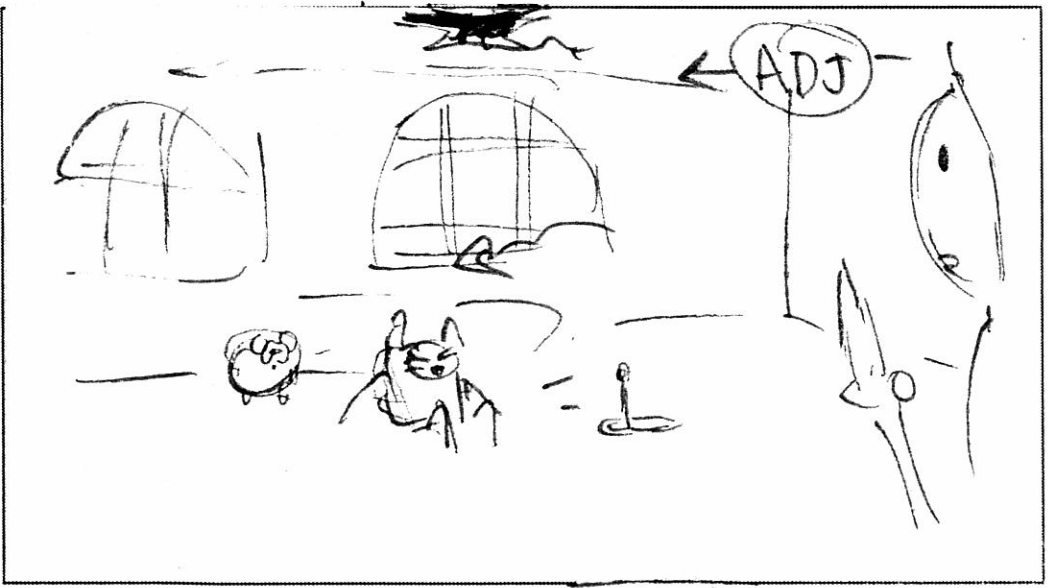
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Sc. 137

Pnl. C

Bg.

day night

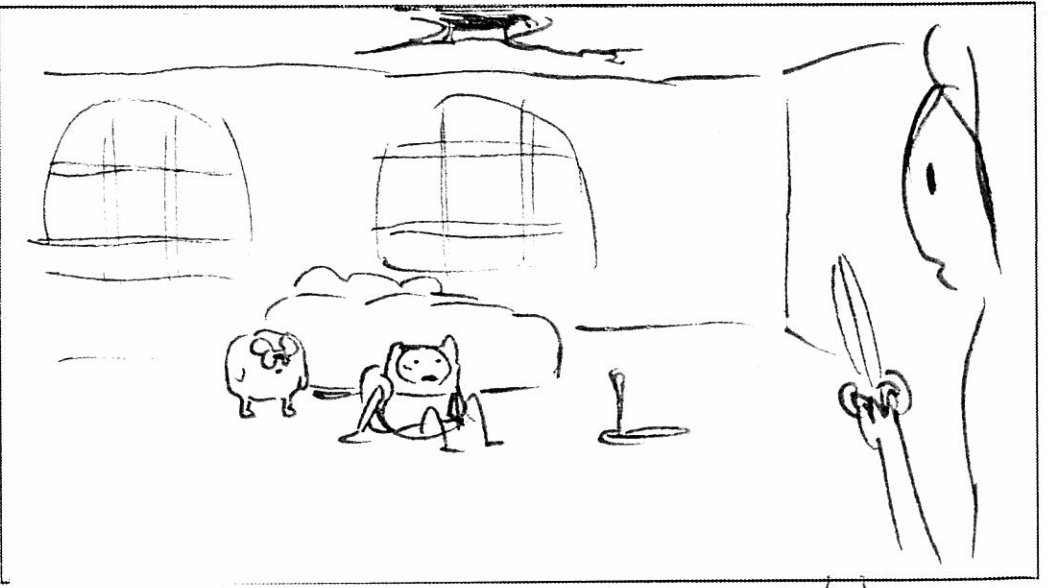


Sc. 137

Pnl. D

Bg.

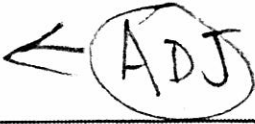
day night



Dialog:

Action:

Timing:



008104

EPISODE #

Production :

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ADVENTURE TIME



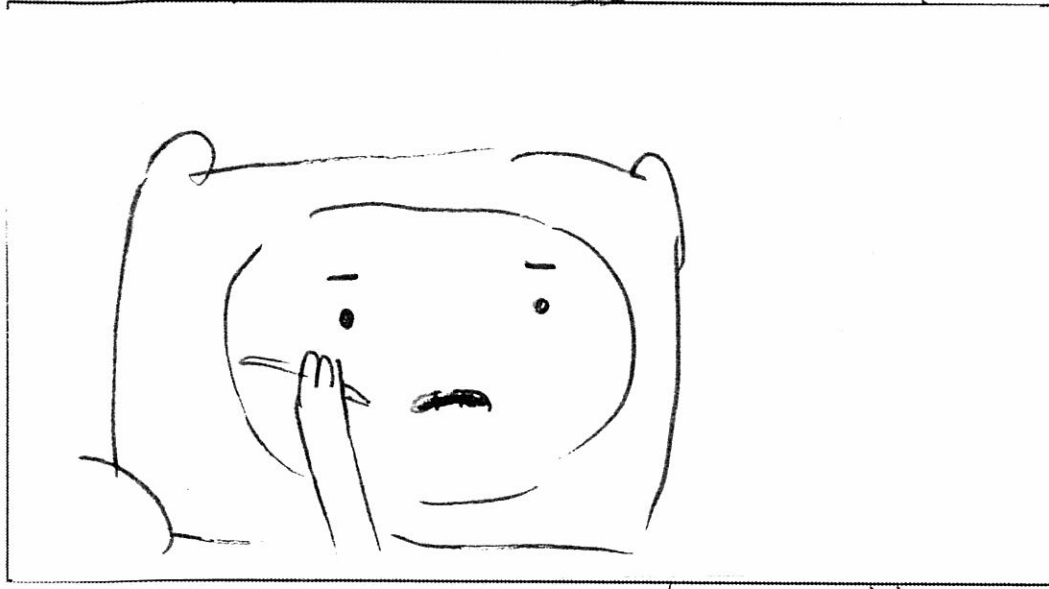
Page 179

Sc. 138

Pnl. A

Bg.

day night

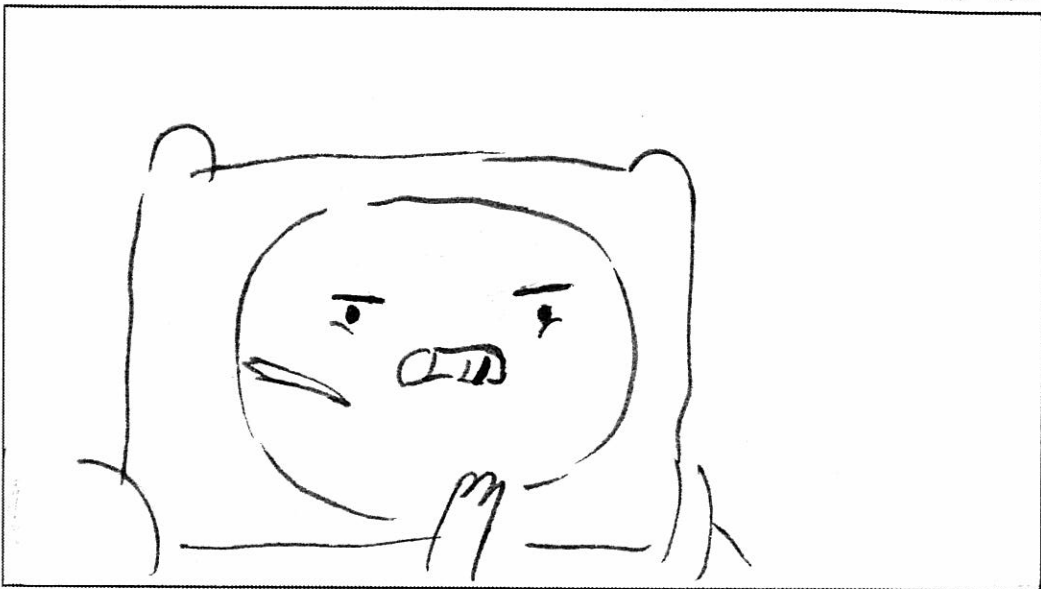


Sc. 138

Pnl. B

Bg.

day night



Dialog:
(F:) SSSS (INHALE)
Action:
Timing:

EPISODE #

Production :

008104

ADVENTURE TIME



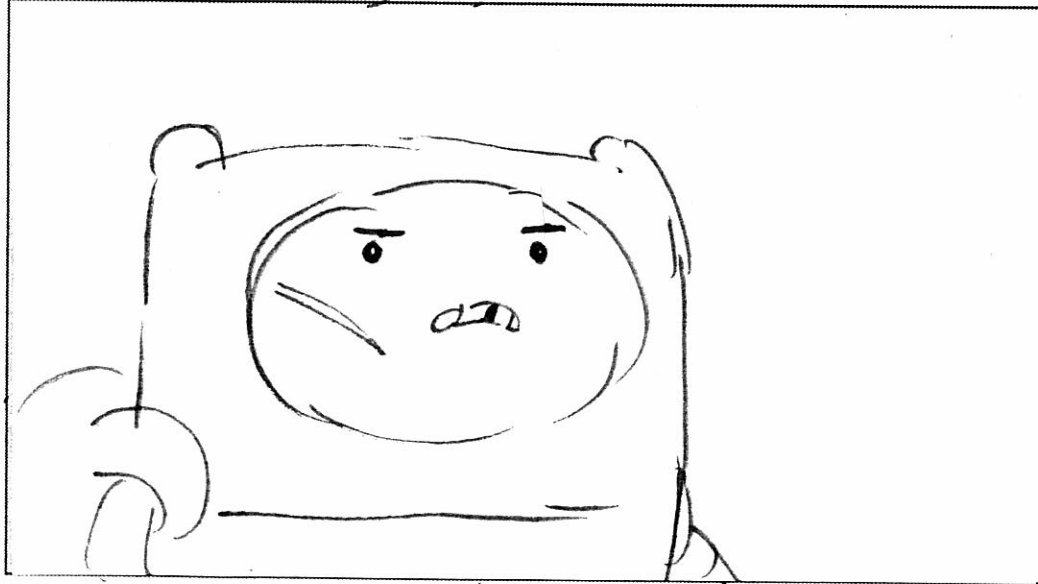
Page 180

Sc. 138

Pnl. C

Bg.

day night



Sc. 139

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

008104

EPISODE #

Production :

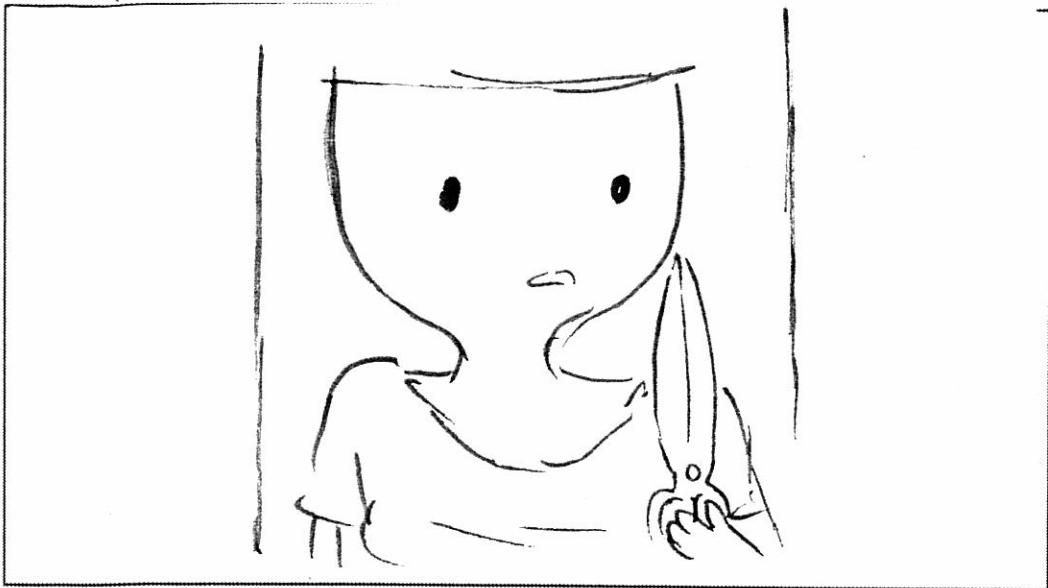
ADVENTURE TIME



Sc. 139

Pnl. B

Bg.



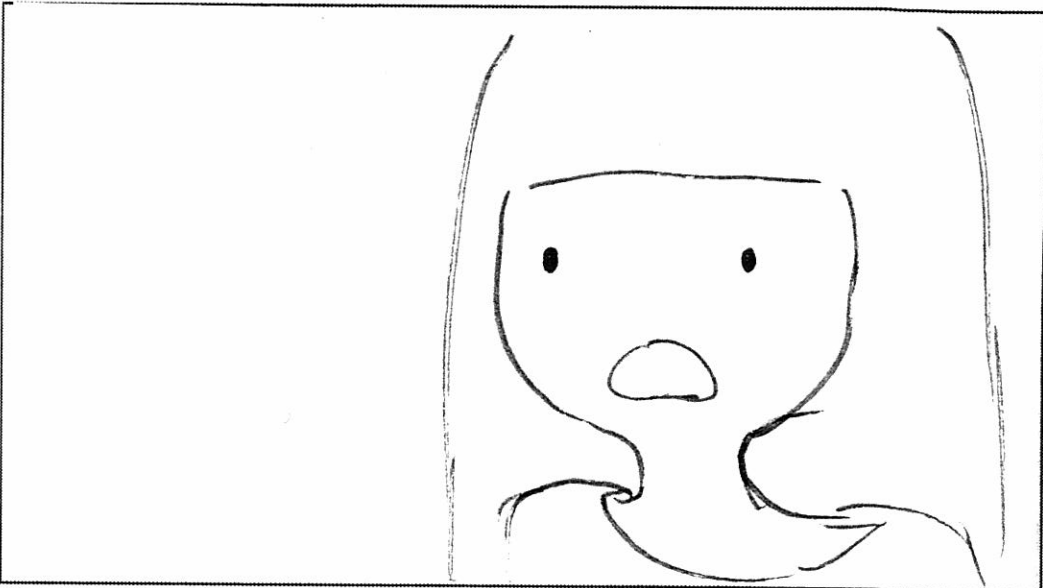
day night

Sc. 139

Pnl. C

Bg.

day night



Dialog:	(PB:) THAT WAS AN ACCIDENT
Action:	
Timing:	

EPISODE # 008104
Production :

ADVENTURE TIME



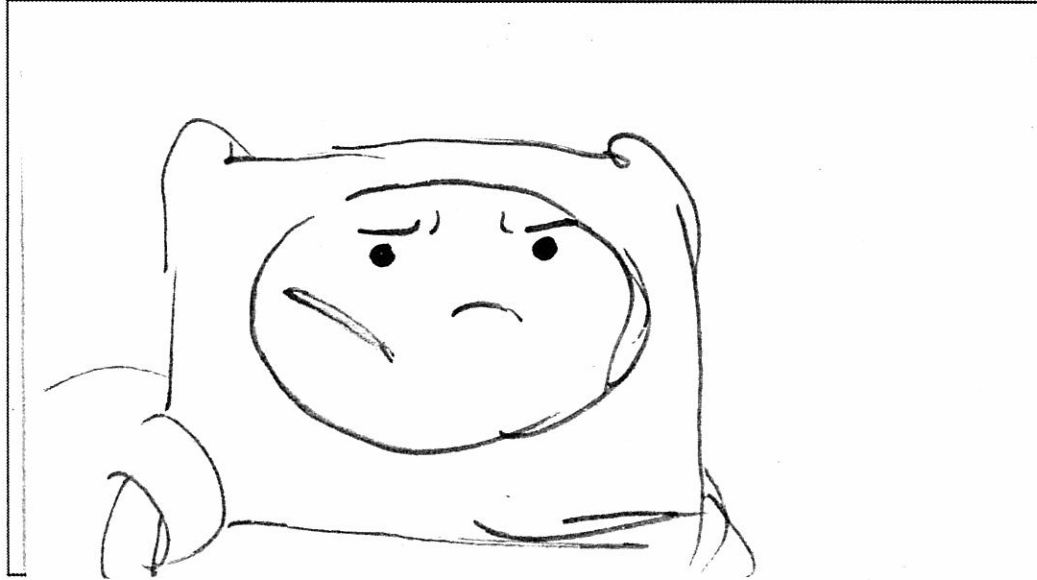
Page 182

Sc. 140

Pnl. A

Bg.

day night



Sc. 140

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME



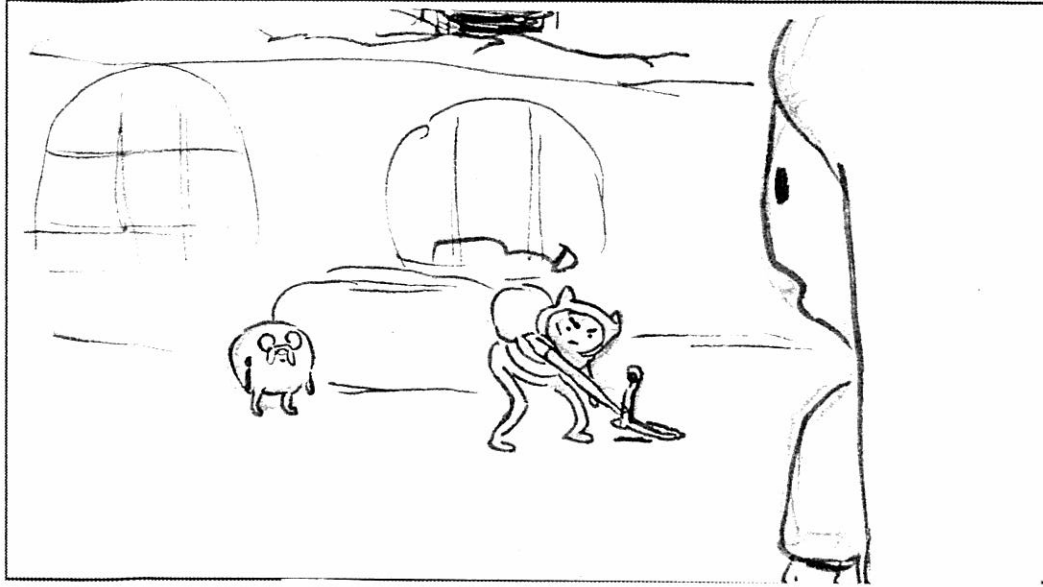
Page 183

Sc. 141

Pnl. A

Bg.

day night

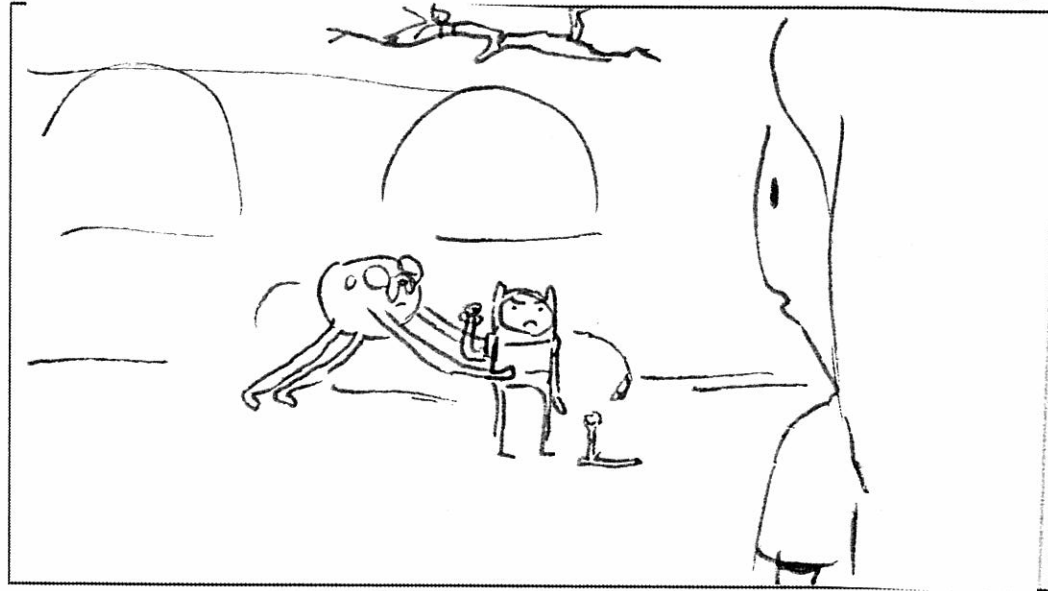


Sc. 141

Pnl. B

Bg.

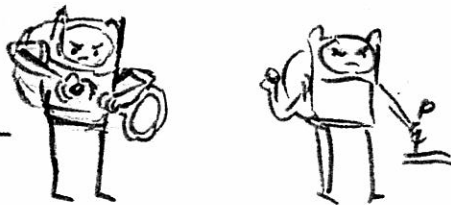
day night



Dialog:

Action:

Timing:



EPISODE #

008104

Production :

ADVENTURE TIME



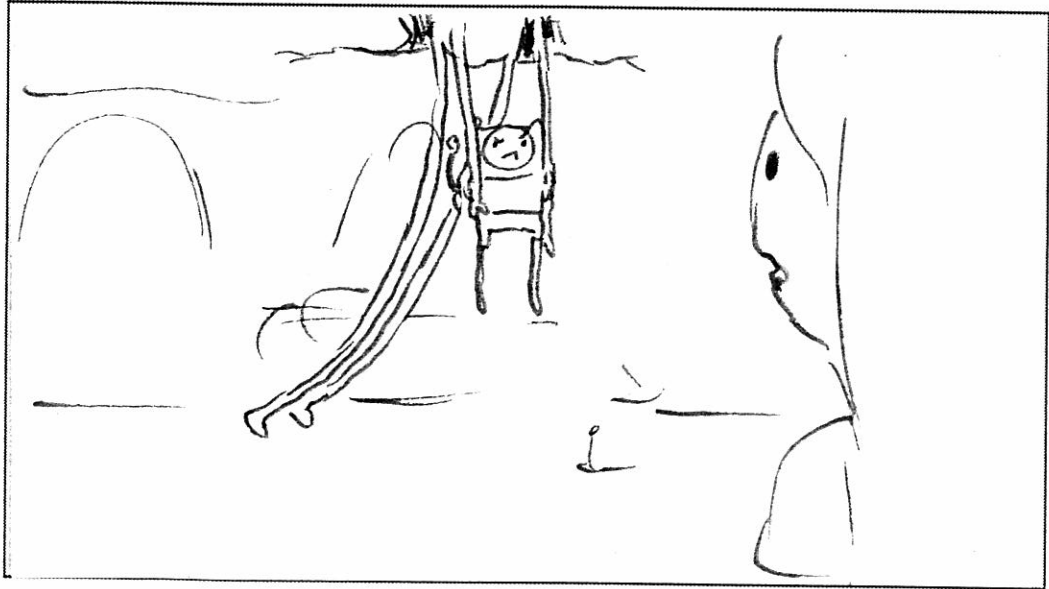
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Sc. 141

Pnl. C

Bg.

day night

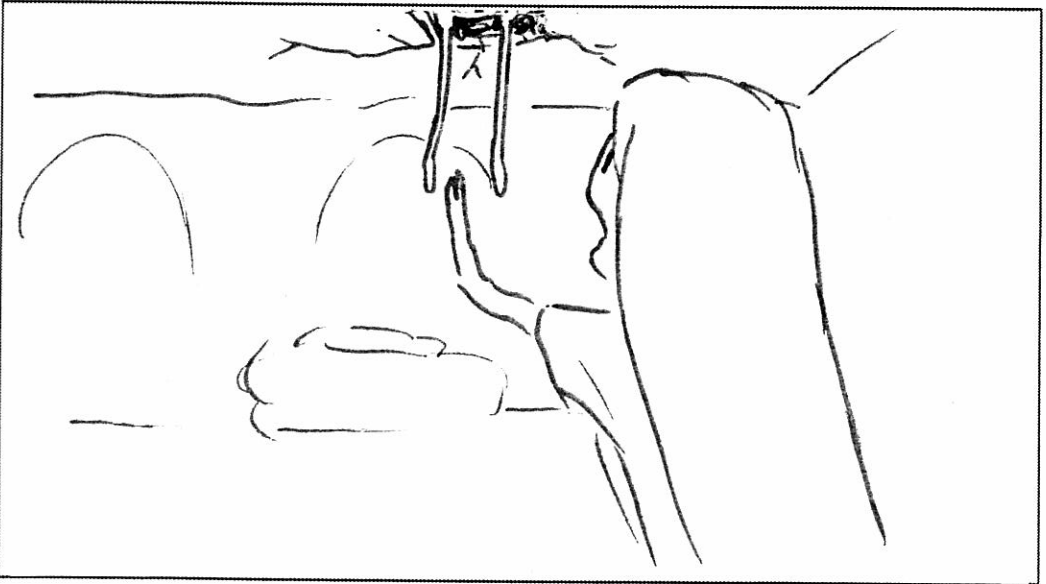


Sc. 141

Pnl. D

Bg.

day night



Dialog:

PB: FINN

Action:

Timing:

EPISODE #

008104

Production :

ADVENTURE TIME



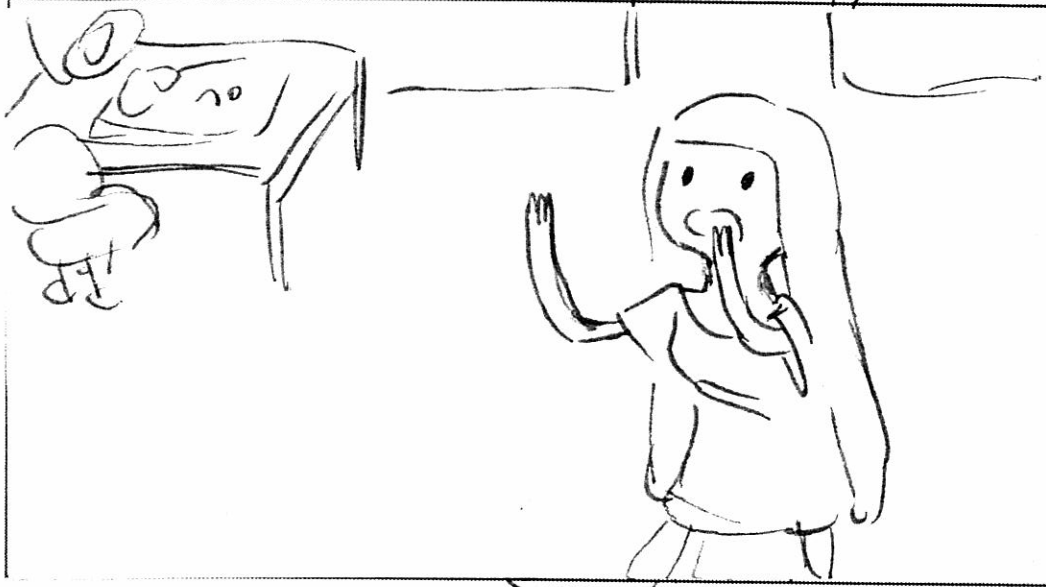
Page 185

Sc. 142

Pnl. A

Bg.

day night



Sc. 142

Pnl. B

Bg.

day night



Dialog:

PB Stop!

Action:

PB: UGH THAT Little
Stinker

Timing:

EPISODE #

Production :

008104

ADVENTURE TIME



Sc. 142

Pnl. C

Bg.

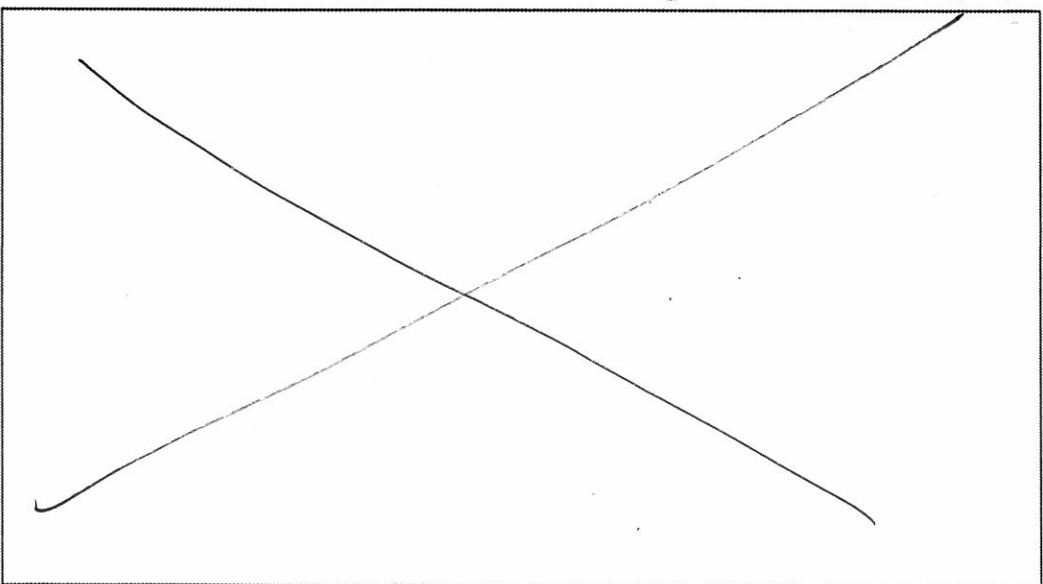
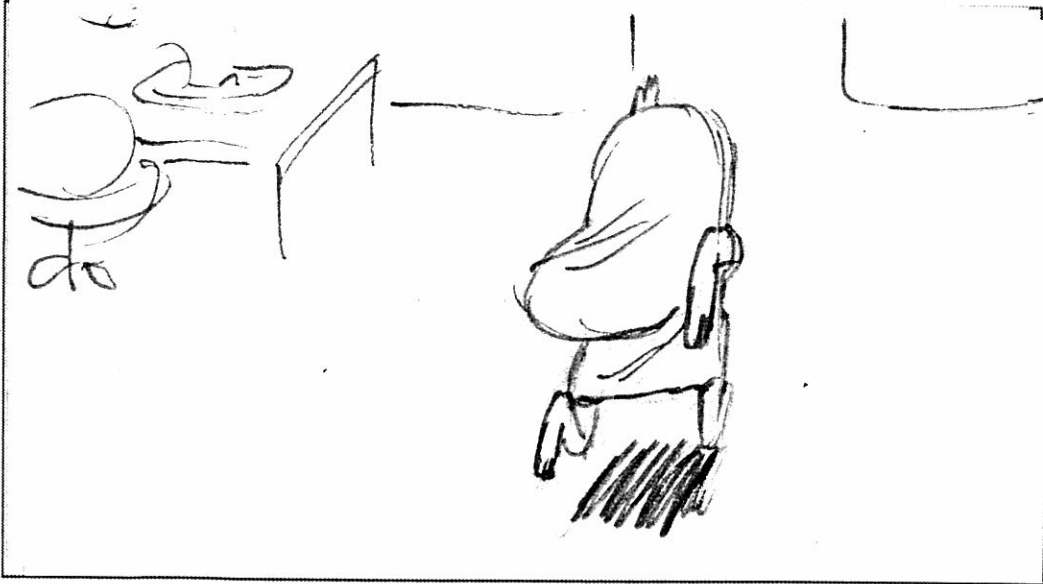
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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EPISODE # 008104

Production :

ADVENTURE TIME



Page 187

Sc. 143

Pnl. A

Bg.

day night

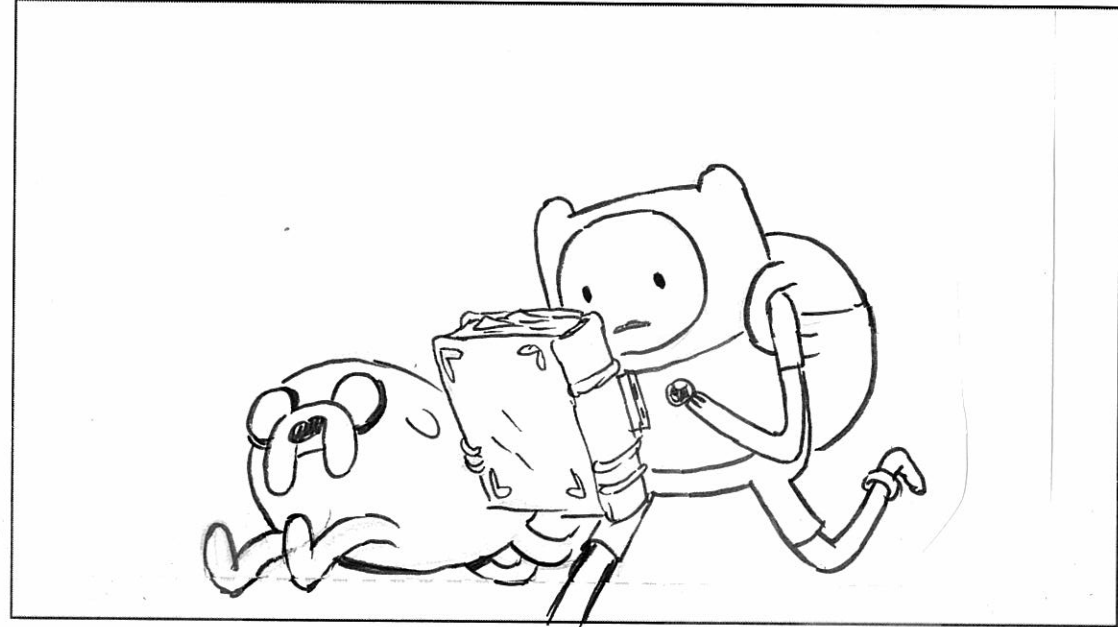


Sc. 143

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

008104

EPISODE #

Production :

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ADVENTURE TIME



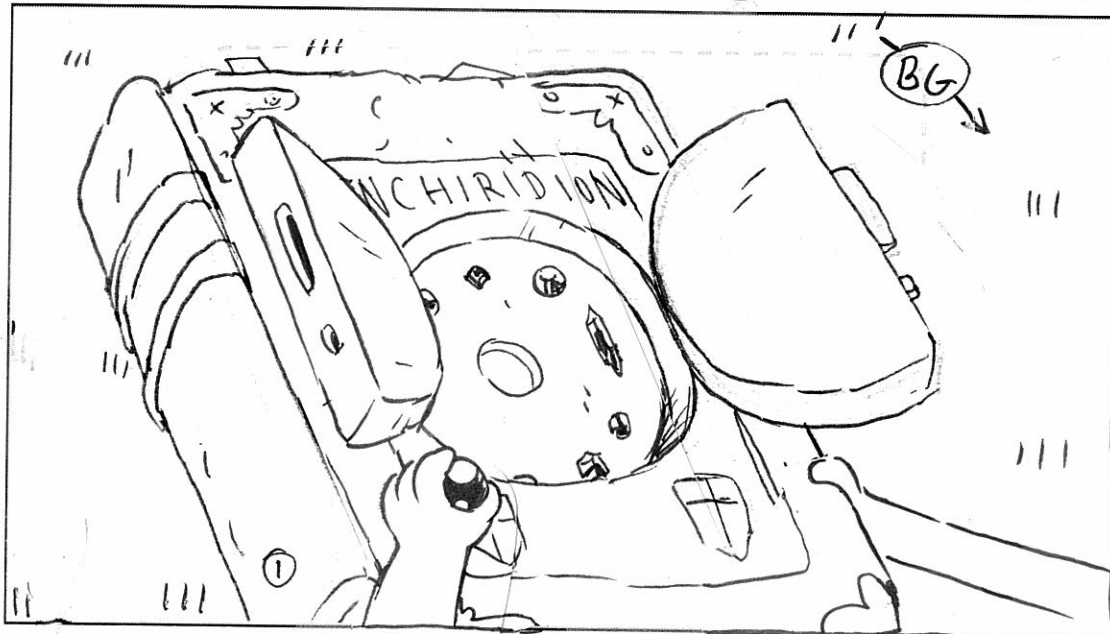
Page 188

Sc. 144

Pnl. A

Bg.

day night

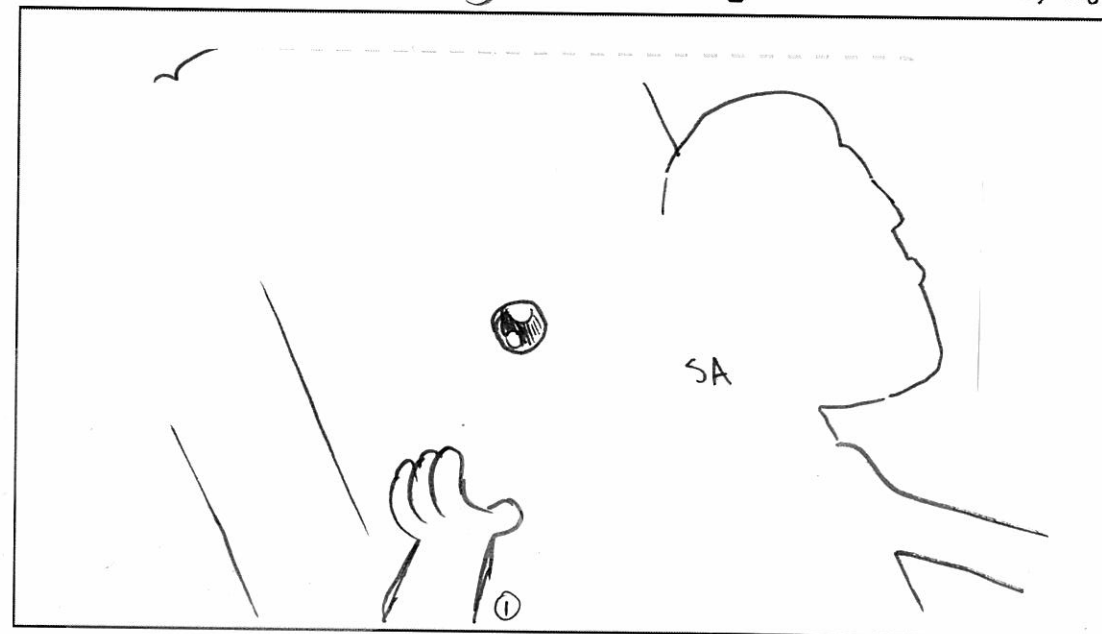


Sc. 144

Pnl. B

Bg.

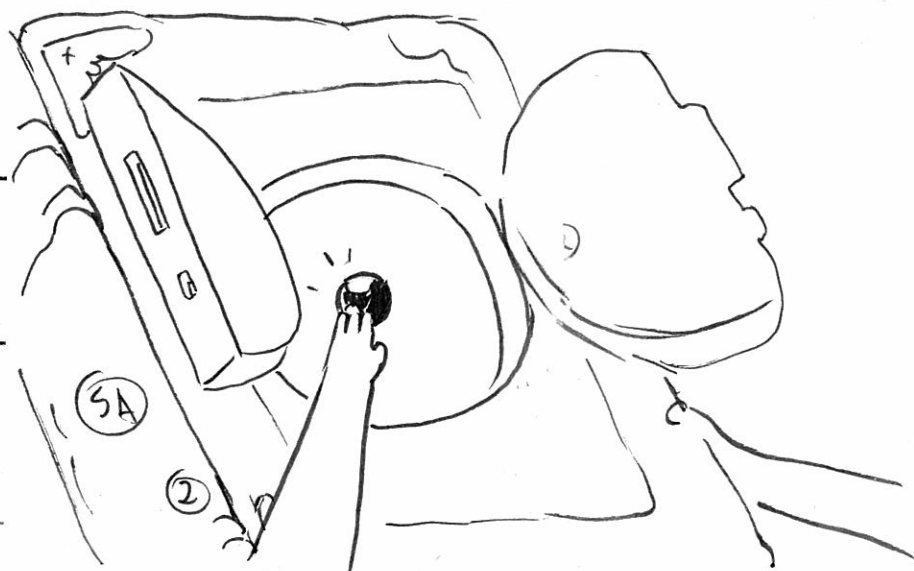
day night



Dialog:

Action:

Timing:



008104

EPISODE #

Production :

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ADVENTURE TIME

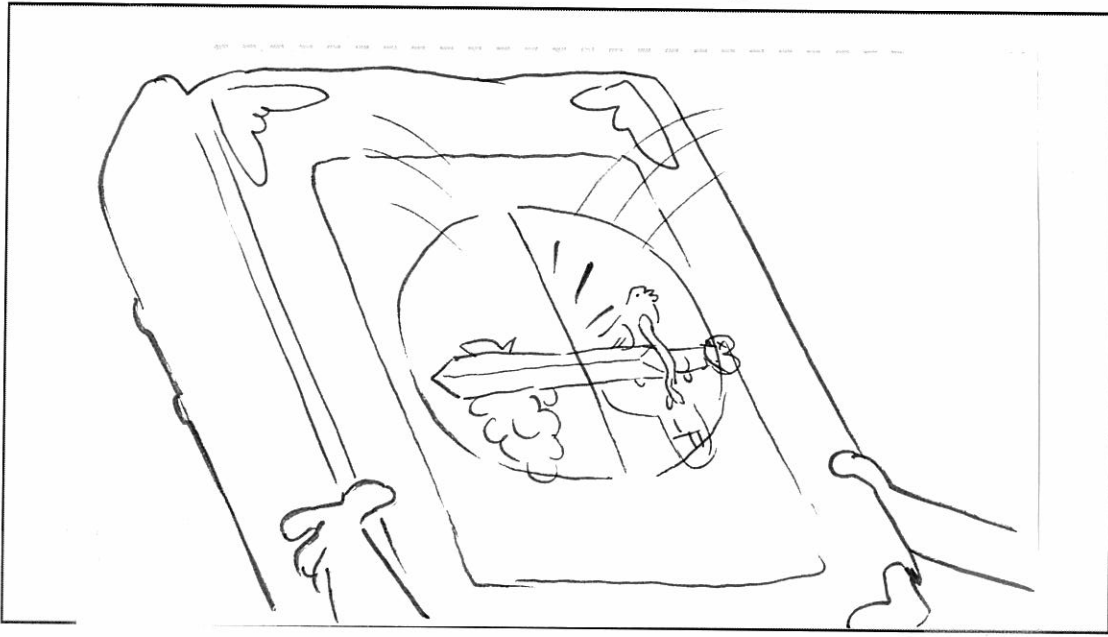


Sc. 144

Pnl. C

Bg.

day night

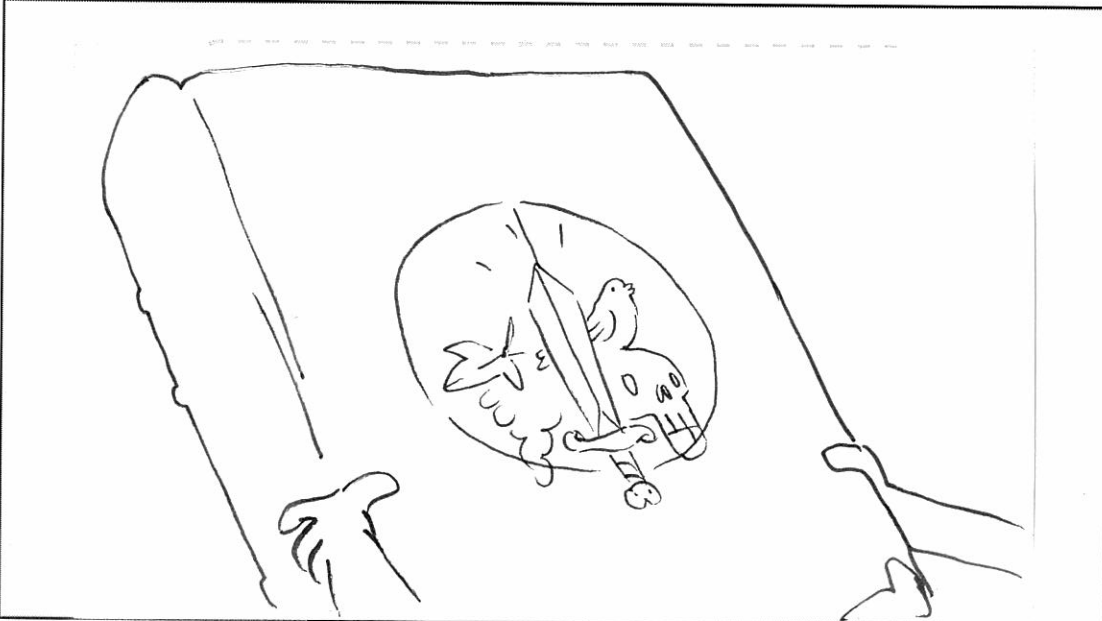


Sc. 144

Pnl. D

Bg.

day night



Dialog:
* THUP
* SHOOK
Action:
Timing:

EPISODE # 008104

Production :

ADVENTURE TIME



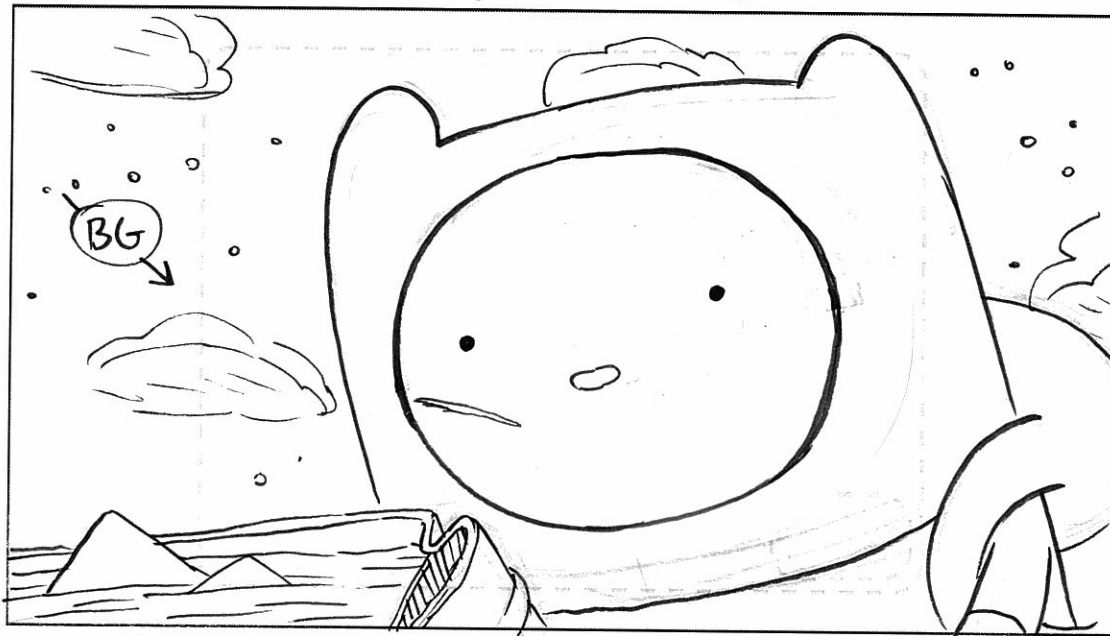
Page 190

Sc. 145

Pnl. A

Bg.

day night



Sc. 145

Pnl. B

Bg.

day night



Dialog:

SFX *DEATHMETAL
ROAR

FINN: WOAAH
(WHILE SHAKING)

Action:

(FINN RUNNING)

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME



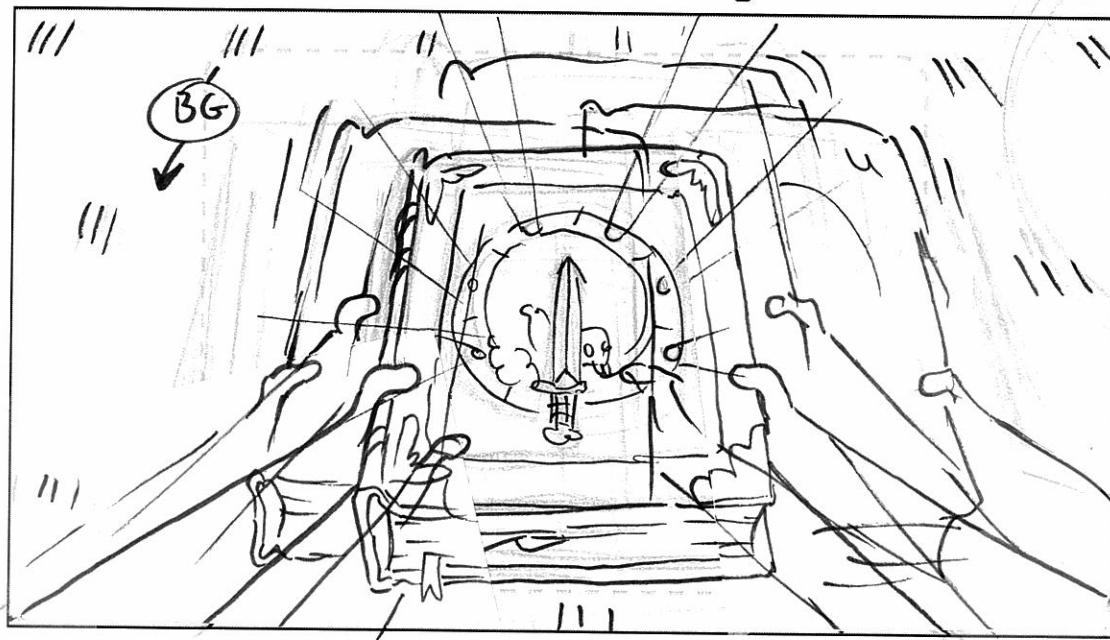
Page 191

Sc. 146

Pnl. A

Bg.

day night

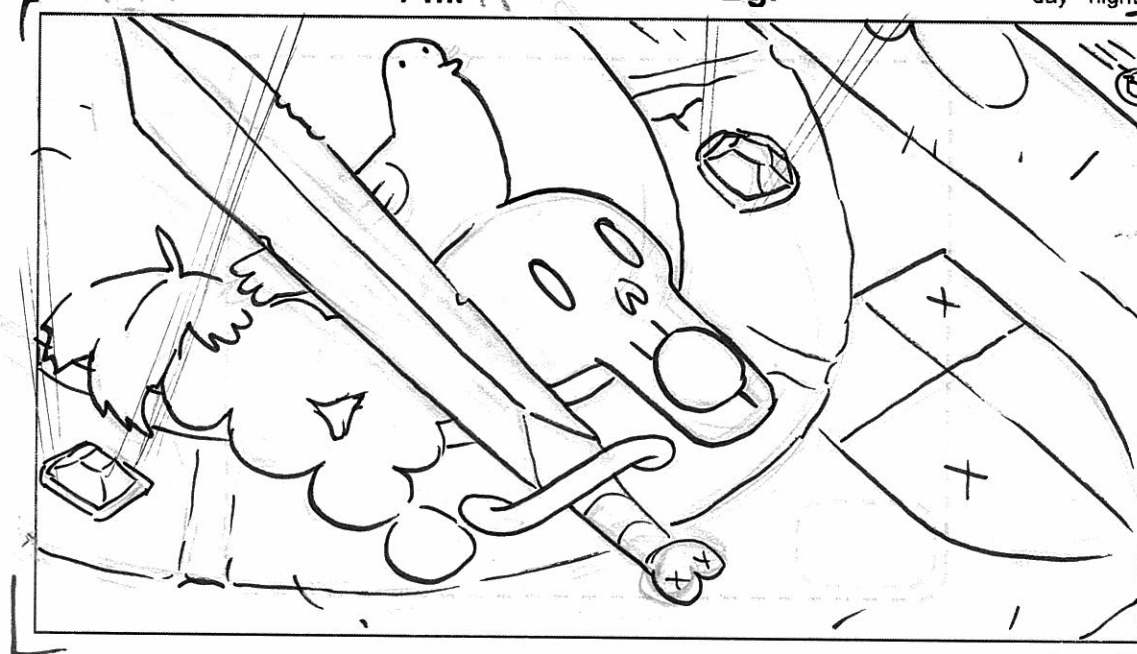


Sc. 147

Pnl. A

Bg.

day night



Dialog:

(SKULL!) MANA DAZA DAYHH MALA
(CHANTING) LANNAMAMA MAMA MA

Action:

(TRANSLUCENT OVERLAYS)
(BOOK SHAKES UNCONTROLLABLY)
(GEMS + SWORD BEGIN TO GLOW)

(GEMS + SWORD GLOW BRIGHTER + BRIGHTER)
(CAM SHAKE)

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

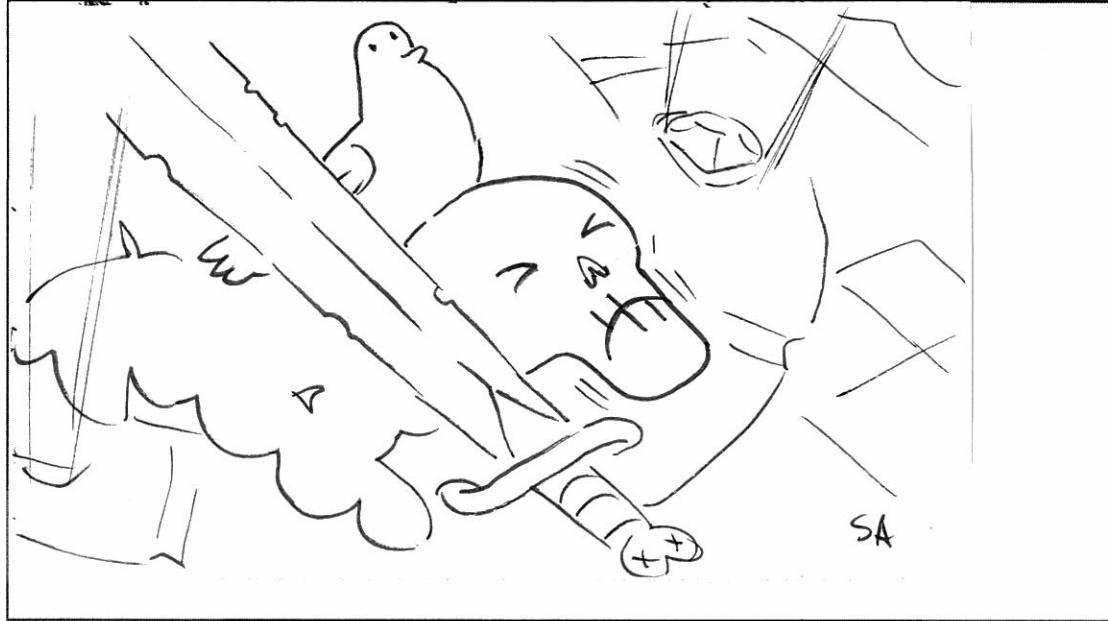


Sc. 147

Pnl. B

Bg.

day night

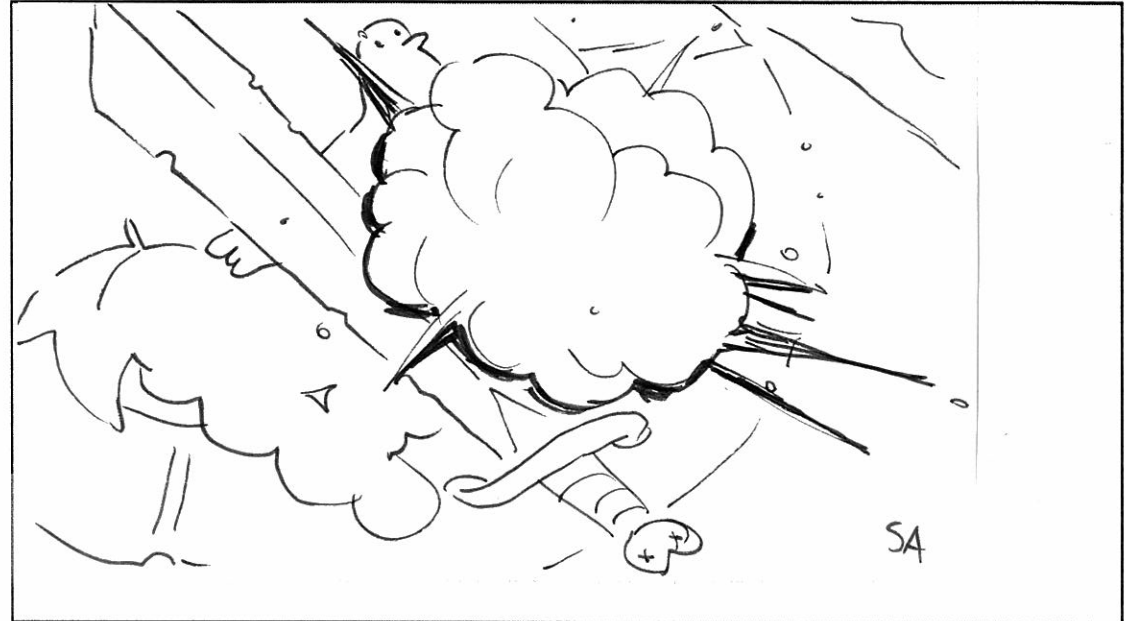


Sc. 147

Pnl. C

Bg.

day night



Dialog:

SKULL M M M M M M M

SFX *explosion

Action:

(CAM SHAKE)
(SKULL SHAKE)

(SKULL explodes INTO DUST)

Timing:

008104

EPISODE #

Production :

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ADVENTURE TIME



Sc. 147

Pnl. D

Bg.

day night

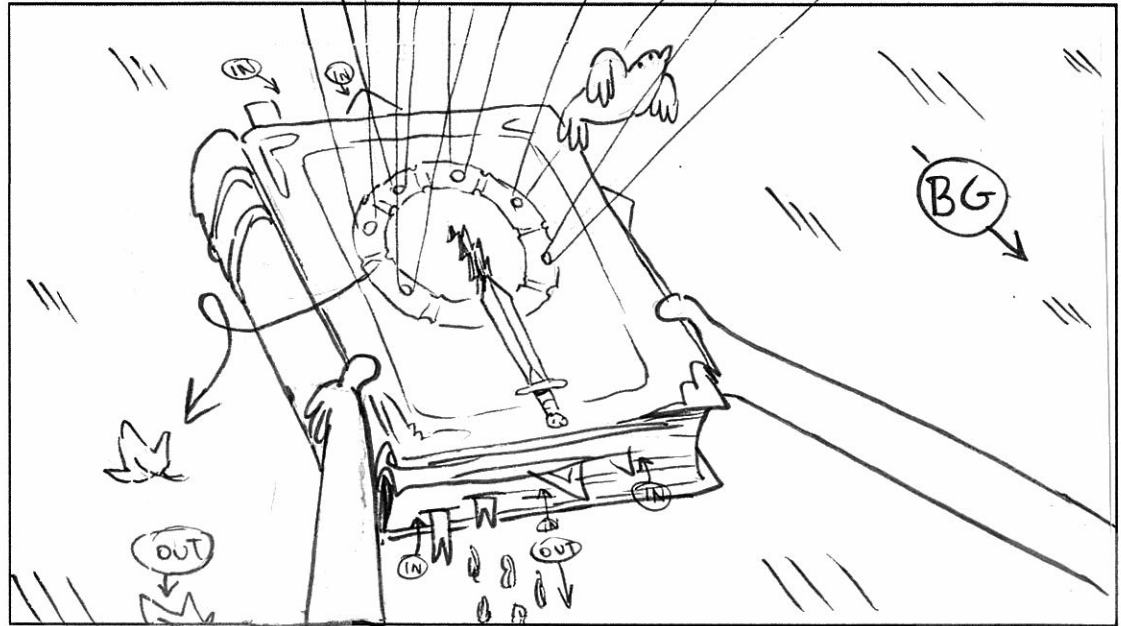


Sc. 147

Pnl. E

Bg.

day night



Dialog:

SFX* Ripp! Tweet Tweet sizzle

Action:

(GRAPES TURN TO RAISINS + FALL OFF)
(BIRD FLIES OUT)
(LEAF FLOATS OUT) (SWORD SLIDES DOWN CREATING TEAR)

Timing:

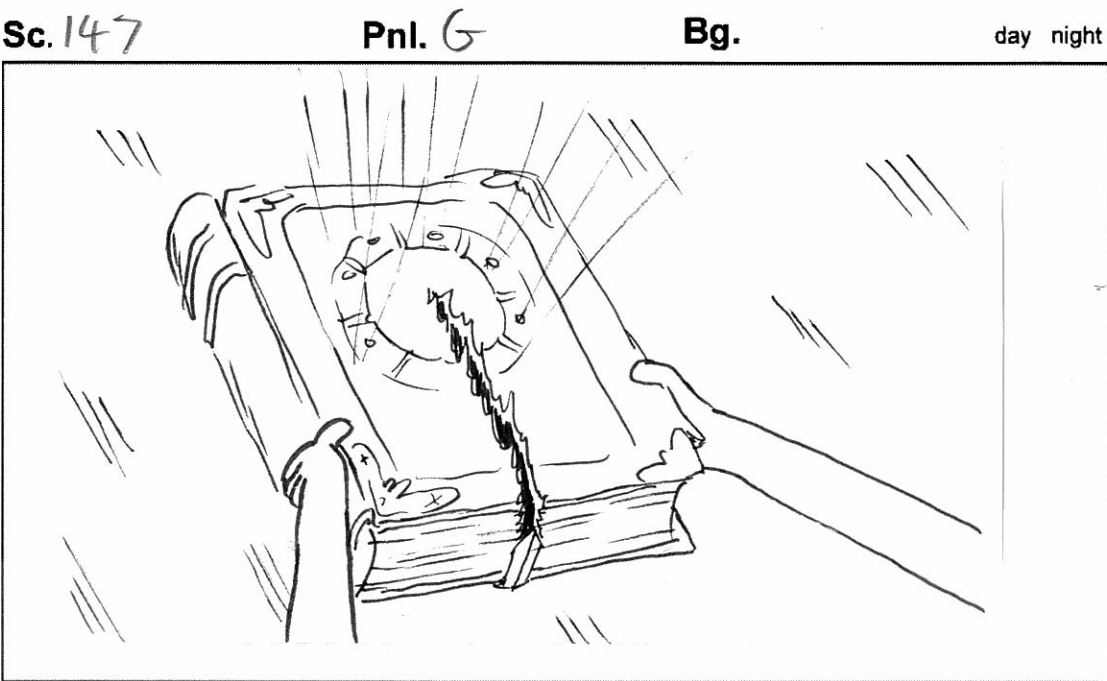
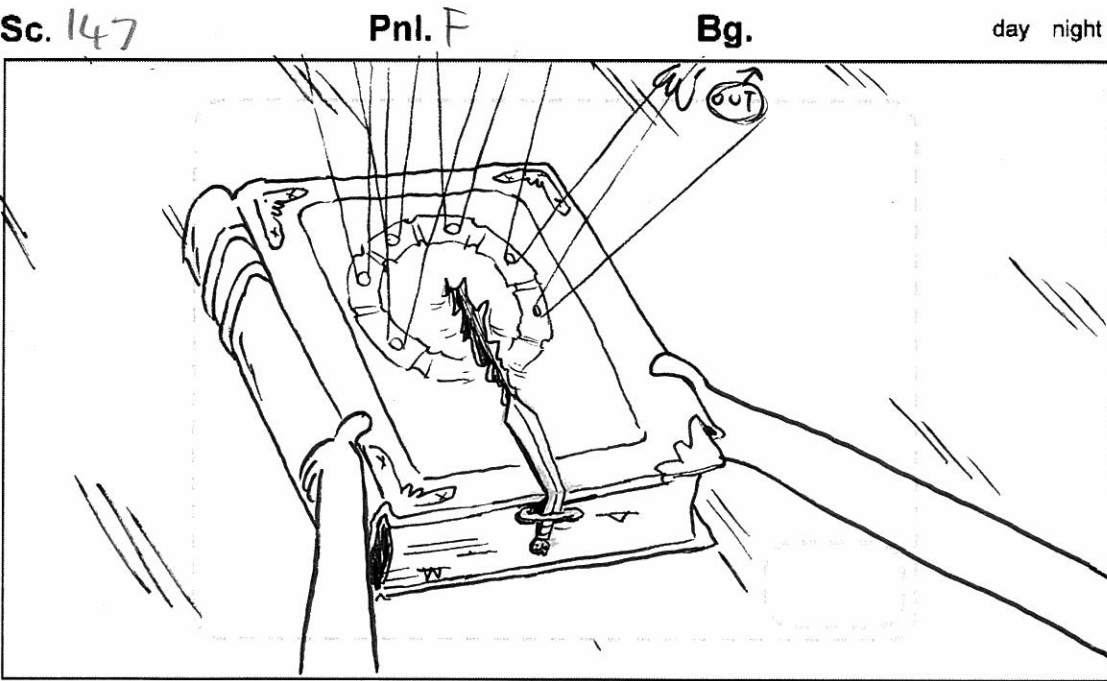
W ① ↑ ②

008104

EPISODE #

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

(SWORD SLIDES AROUND BOOK, RIPPING IT)

008104

EPISODE #

Production :

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ADVENTURE TIME



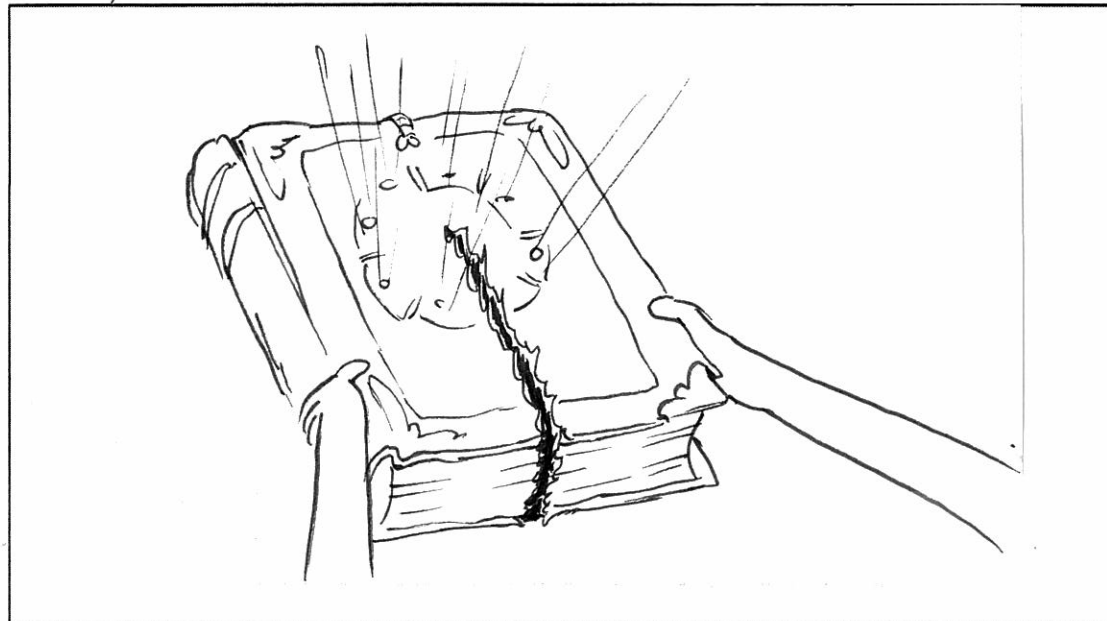
Page 195

Sc. 147

Pnl. A

Bg.

day night

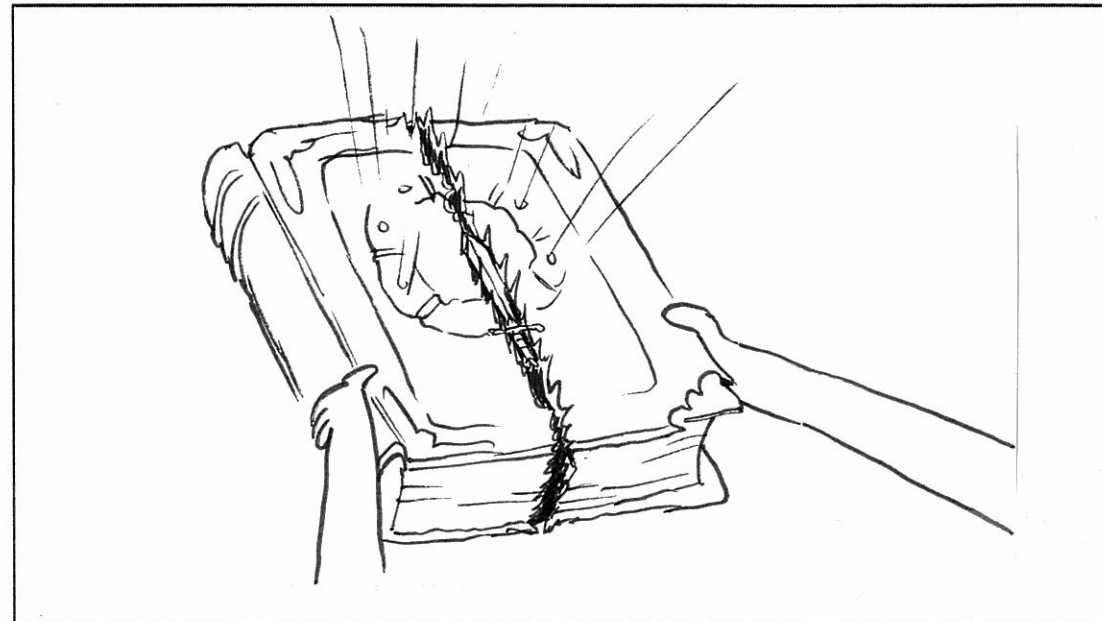


Sc. 147

Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME

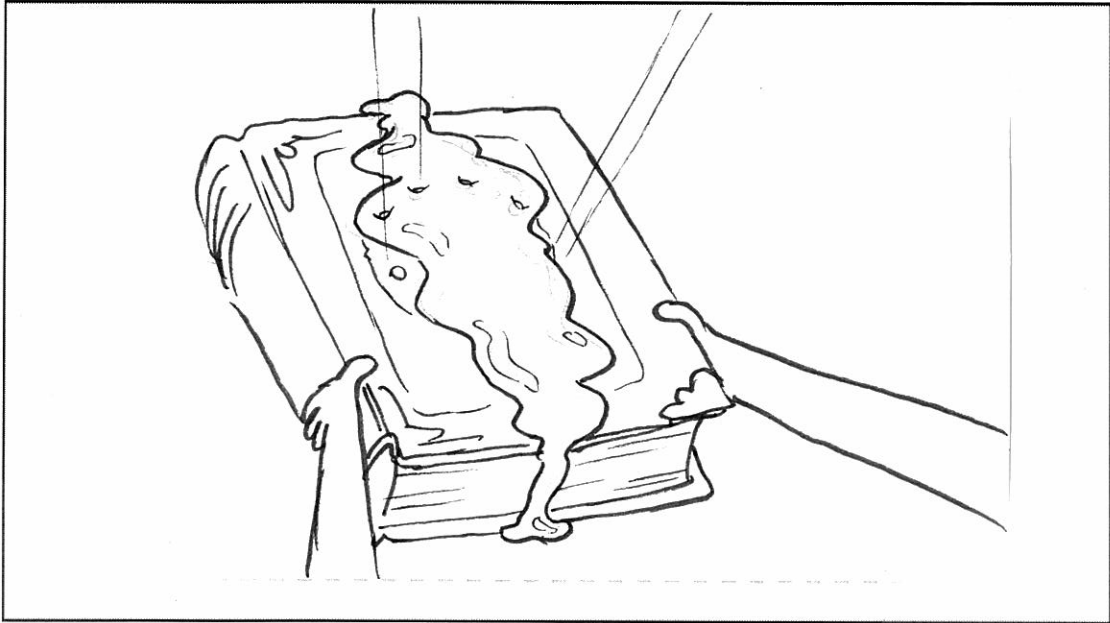


Sc. 147

Pnl. J

Bg.

day night

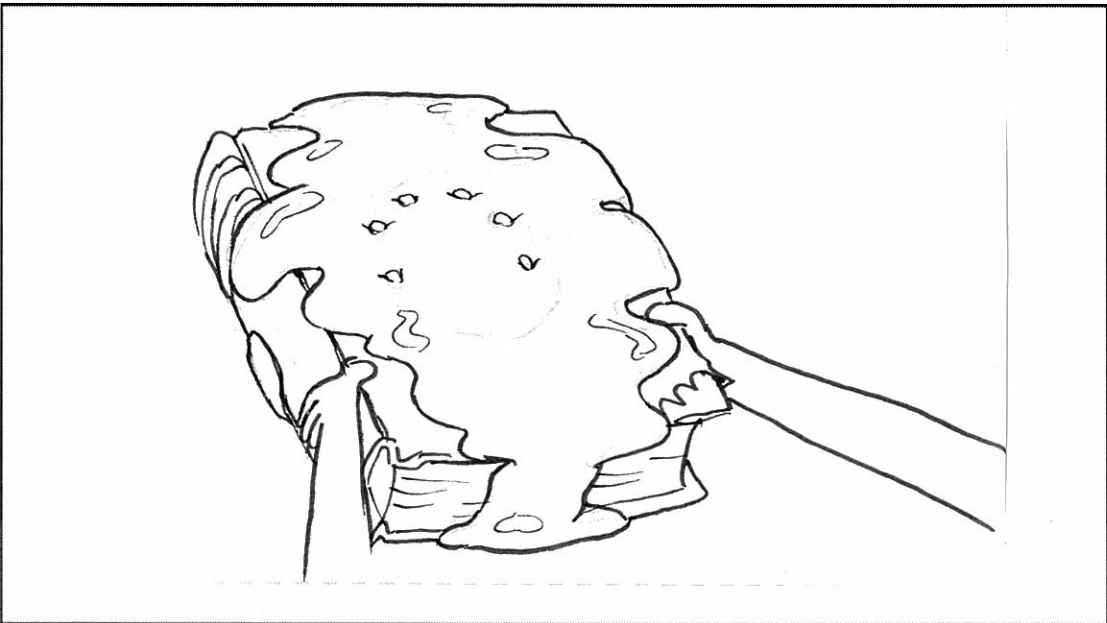


Sc. 147

Pnl. K

Bg.

day night



Dialog:	SFX* GLOORP	
Action:	(SHINY GOO COMES OUT OF RIP)	(GOO COVERS BOOK)
Timing:		

EPISODE # 008104
Production :

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ADVENTURE TIME



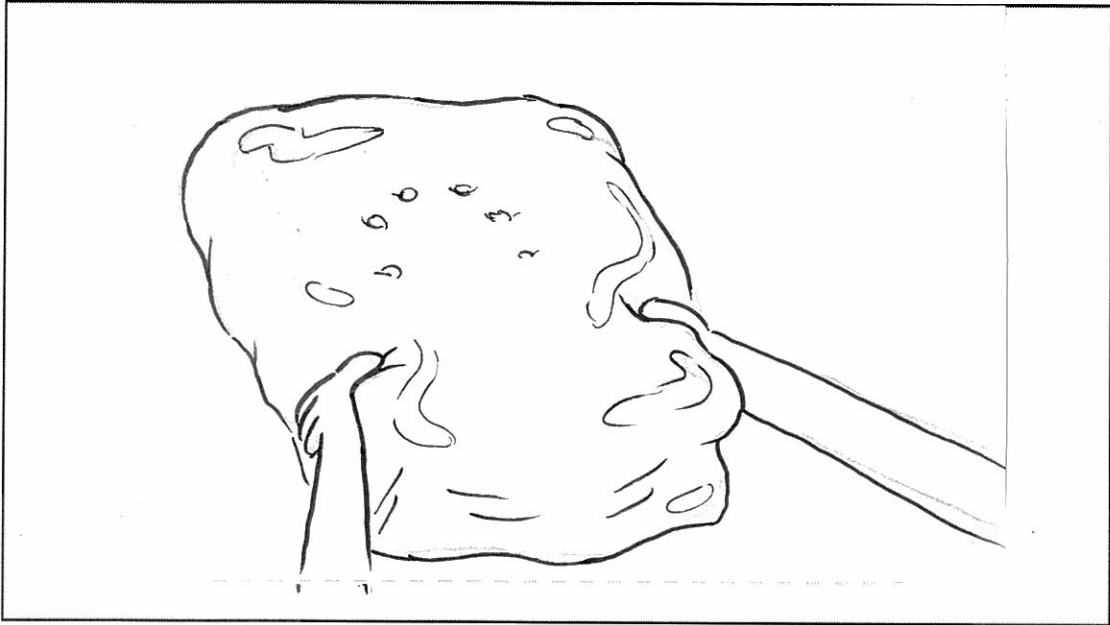
Page 1197

Sc. 147

Pnl. L

Bg.

day night

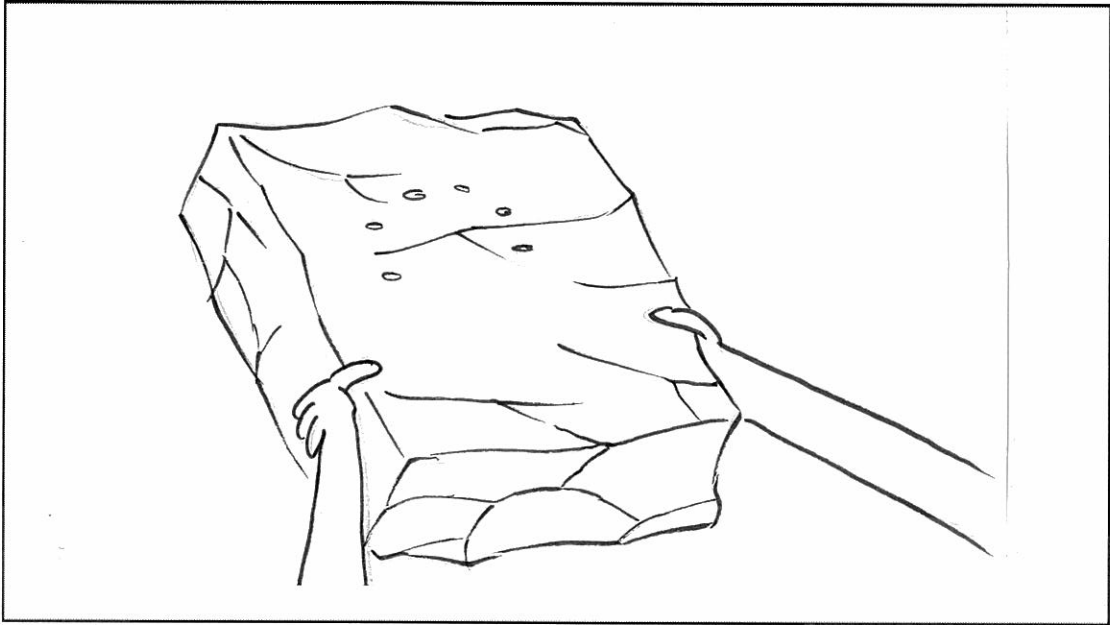


Sc. 147

Pnl. M

Bg.

day night



Dialog:

SFX * KK kkk KK

Action:

Timing:

EPISODE # 008104

Production :

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ADVENTURE TIME

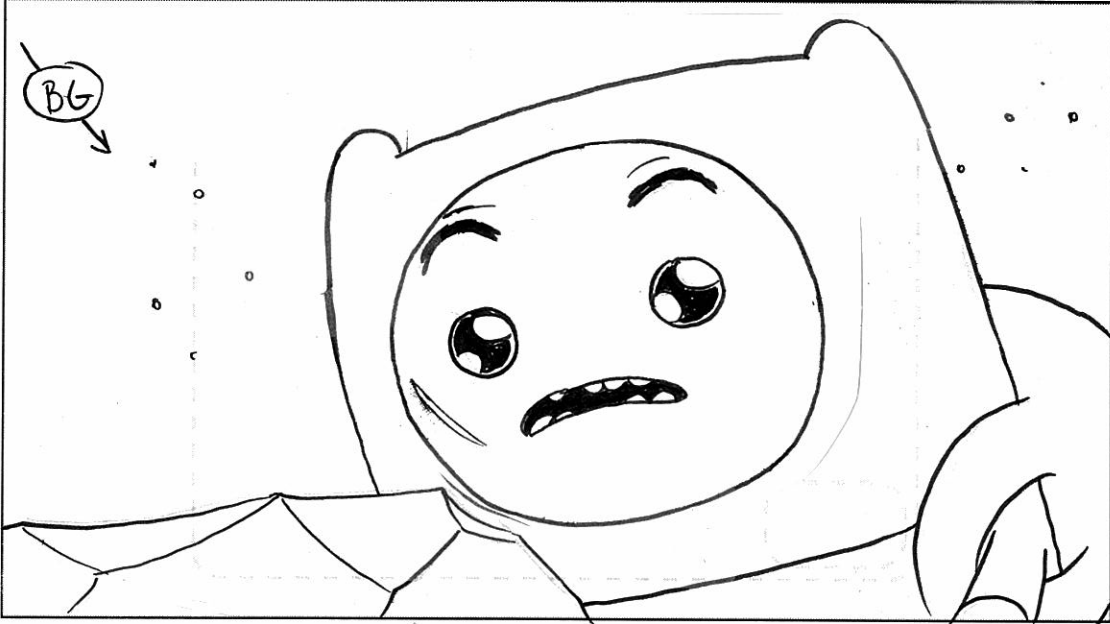


Sc. 148

Pnl. A

Bg.

day night

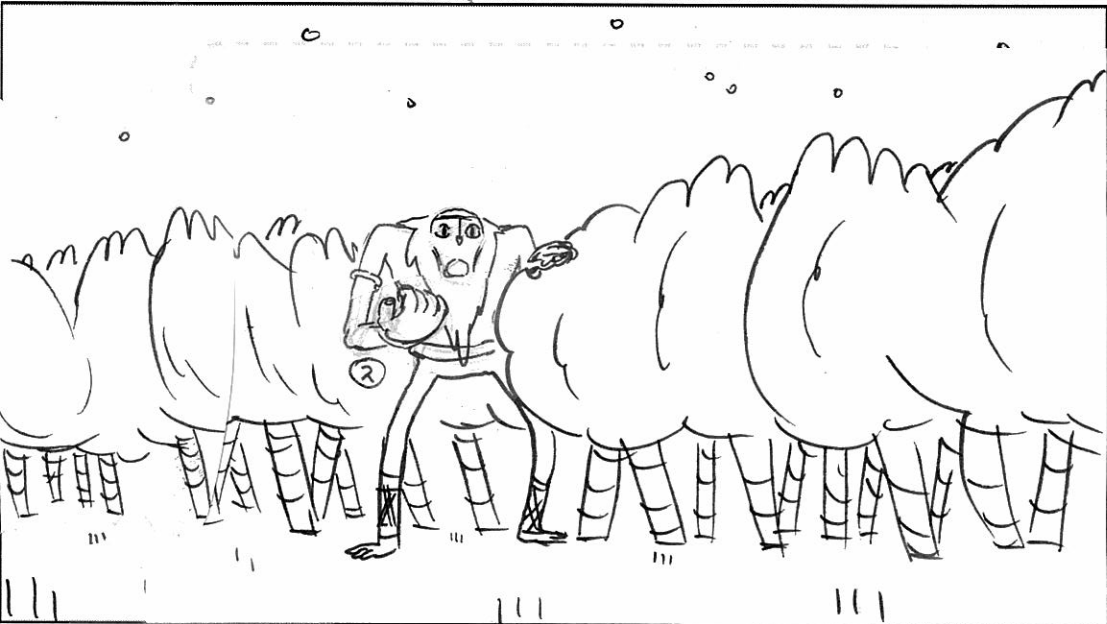


Sc. 149

Pnl. A

Bg.

day night



Dialog:	(F:) NICKEL DEMIUS!	(BILLY) HURRY!
Action:		12 12
Timing:		

EPISODE # 008104

Production :

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ADVENTURE TIME

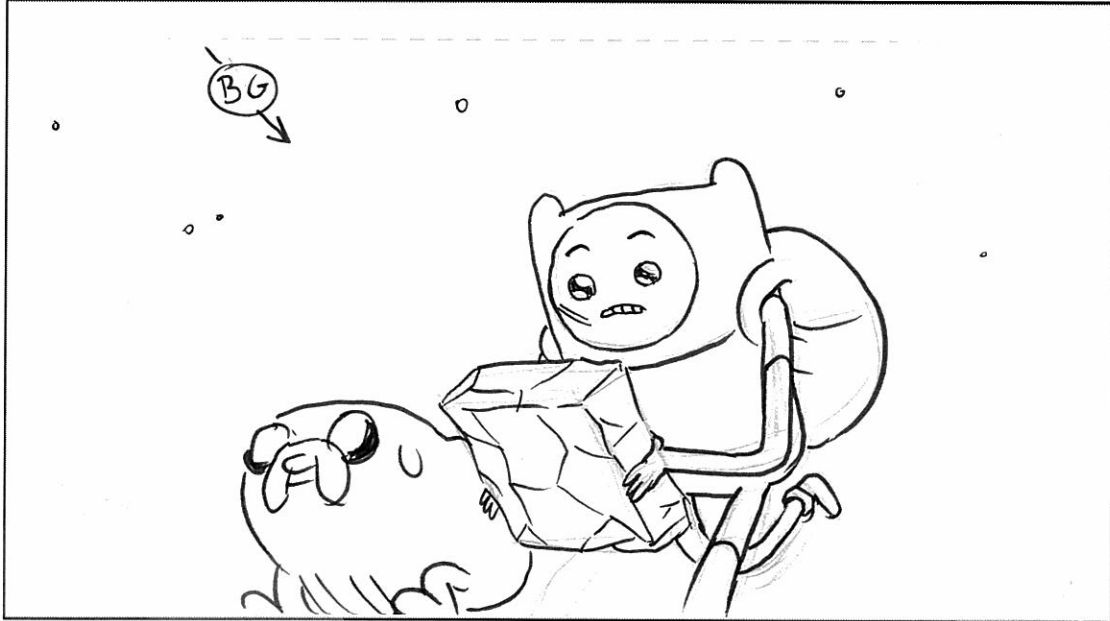


Sc. 150

Pnl. A

Bg.

day night

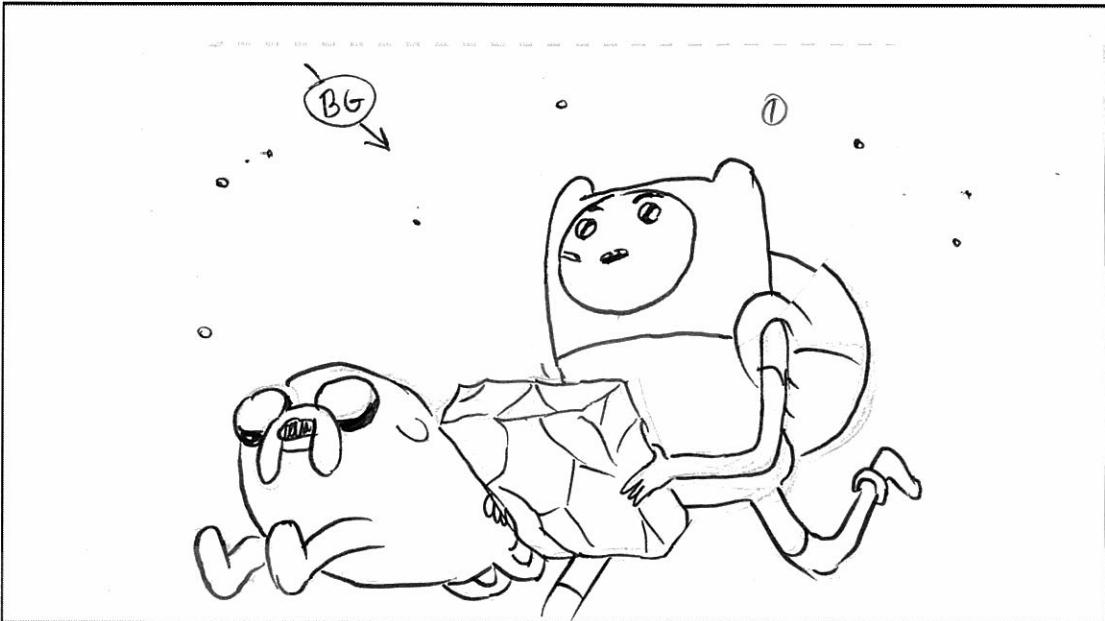


Sc. 150

Pnl. B

Bg.

day night



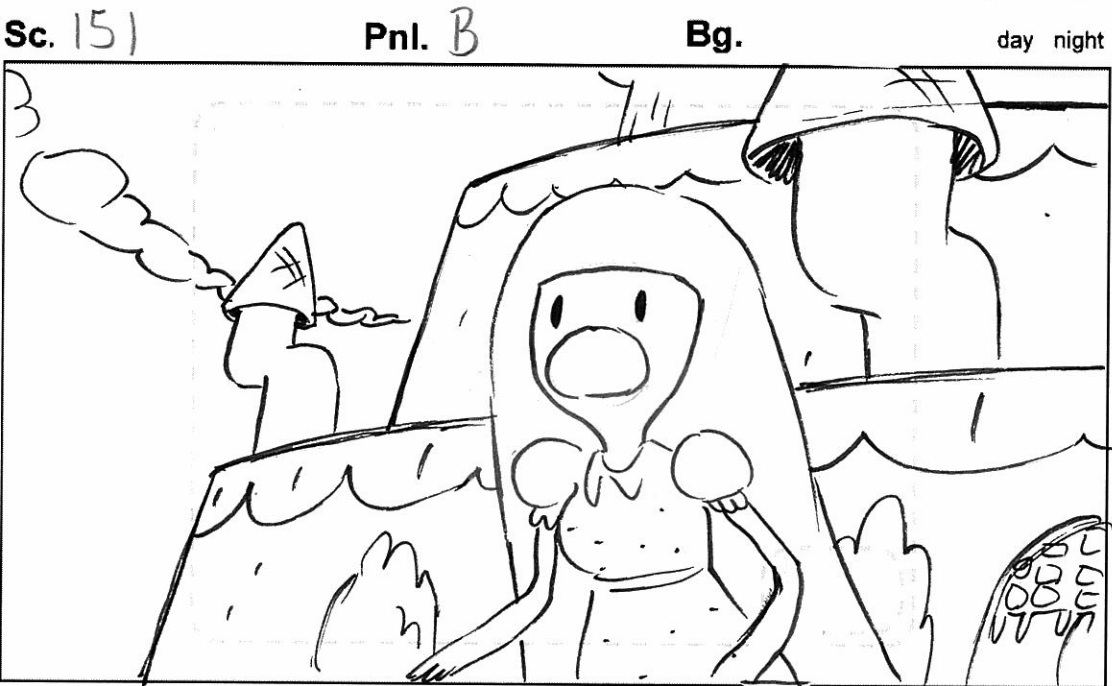
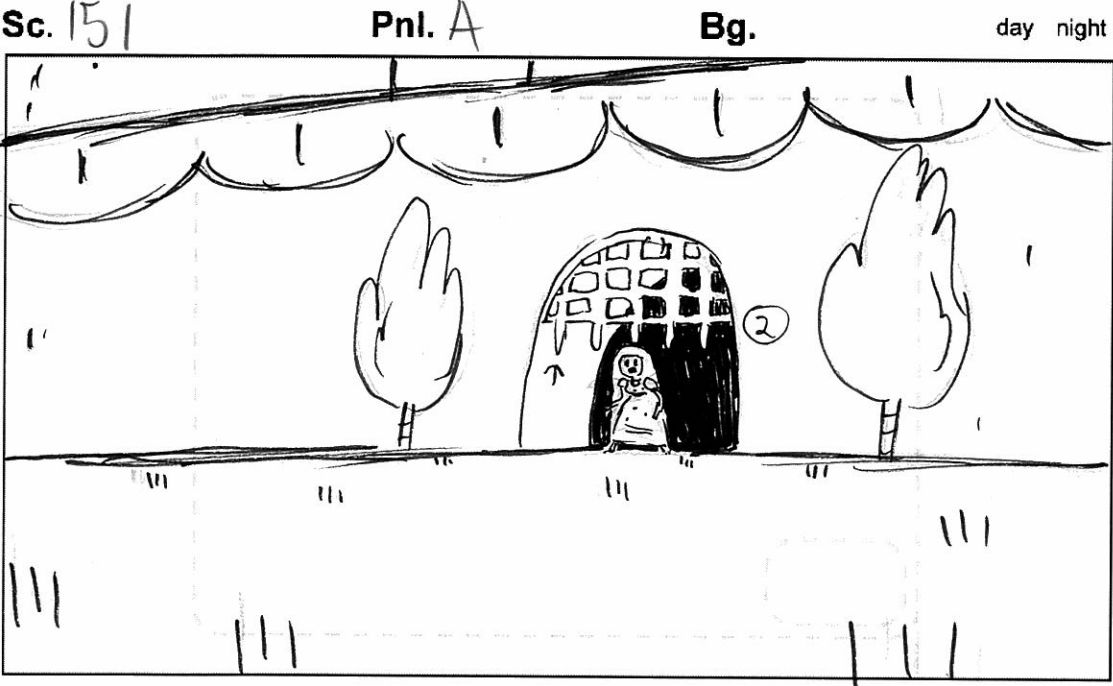
Dialog:	
Action:	
Timing:	

008104

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action:

Timing:

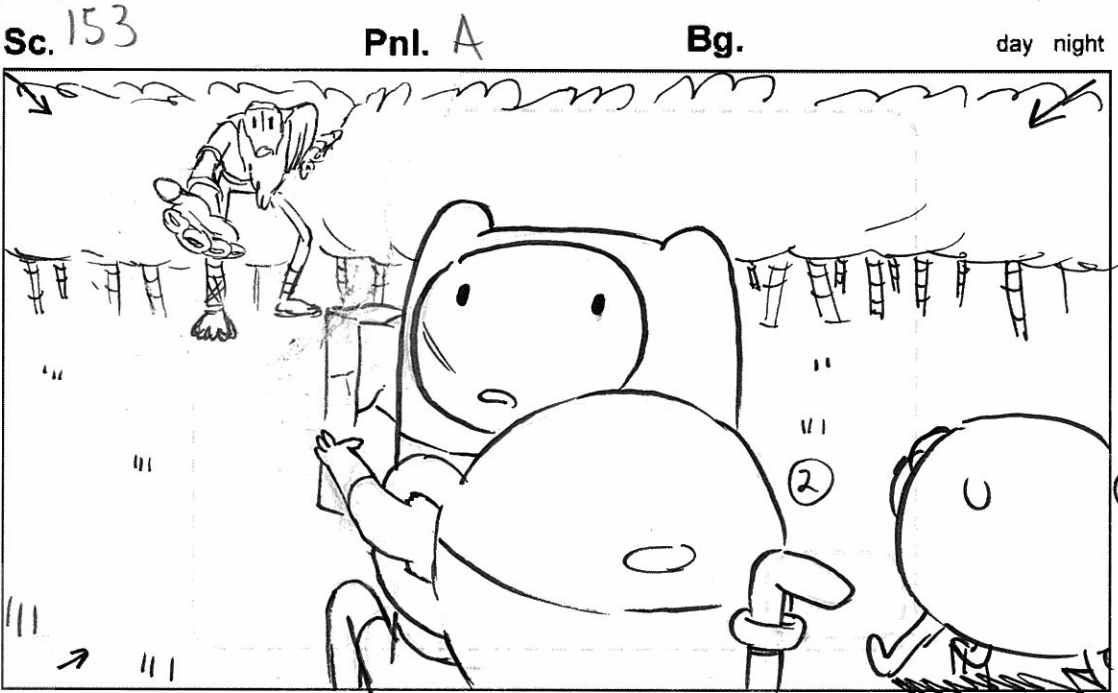
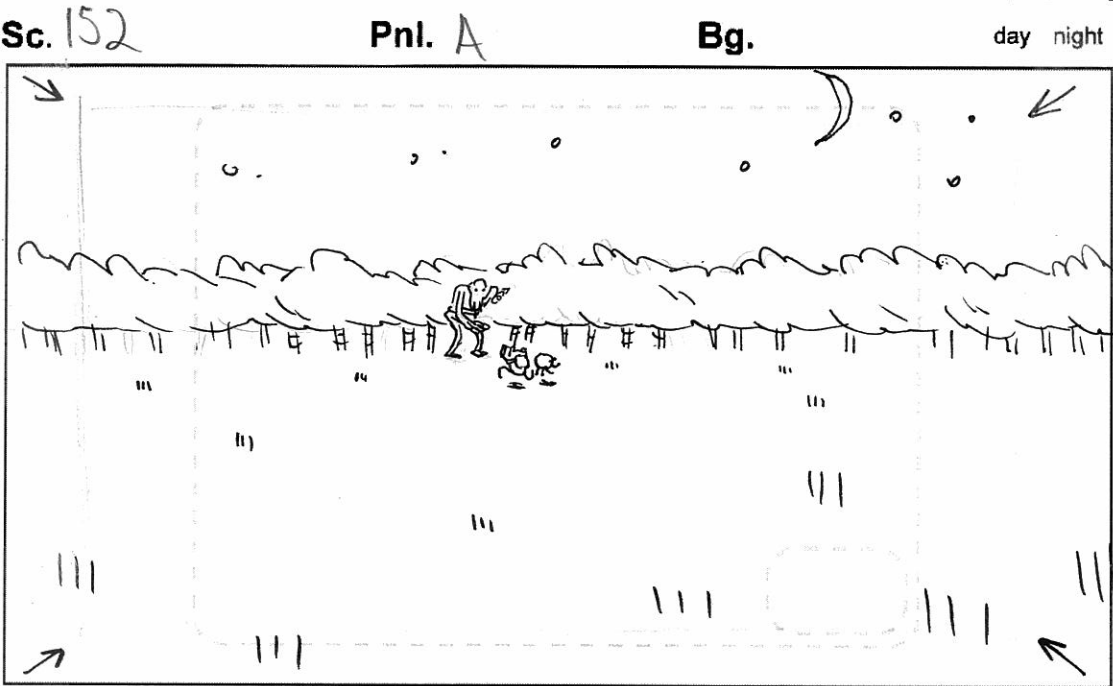
(PB:) FINN STOP!

PAN AS PB RUNS TOWARD SCREEN

008104 EPISODE # Production :

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ADVENTURE TIME



Dialog:	
Action:	CUT ON ZOOM
Timing:	

① F: HUH

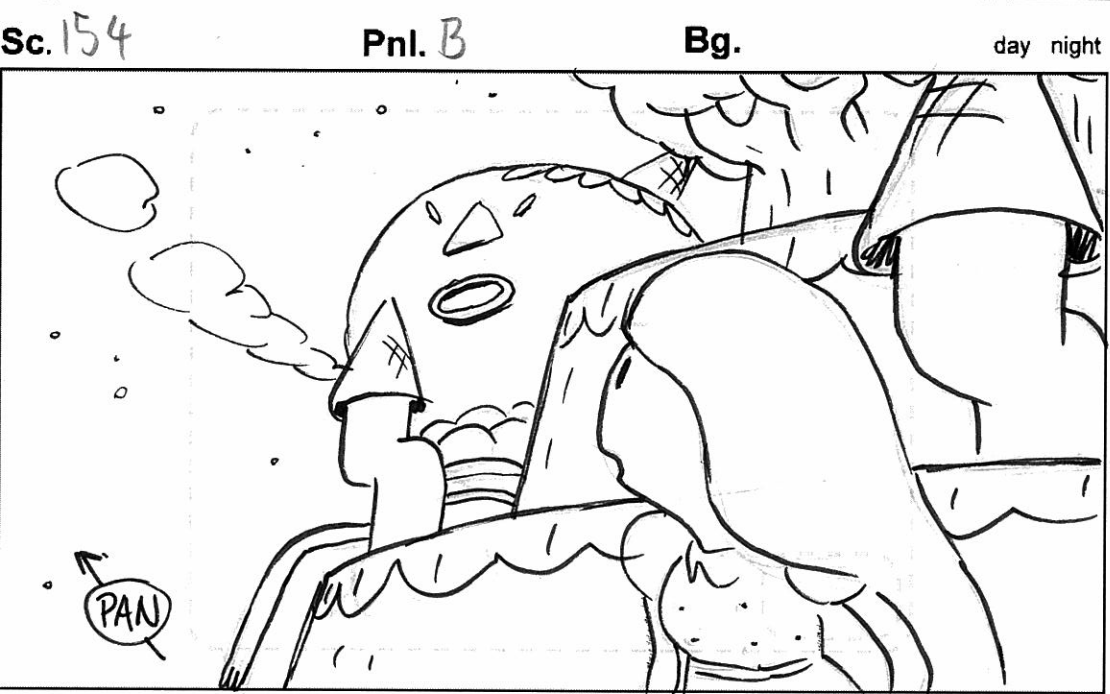
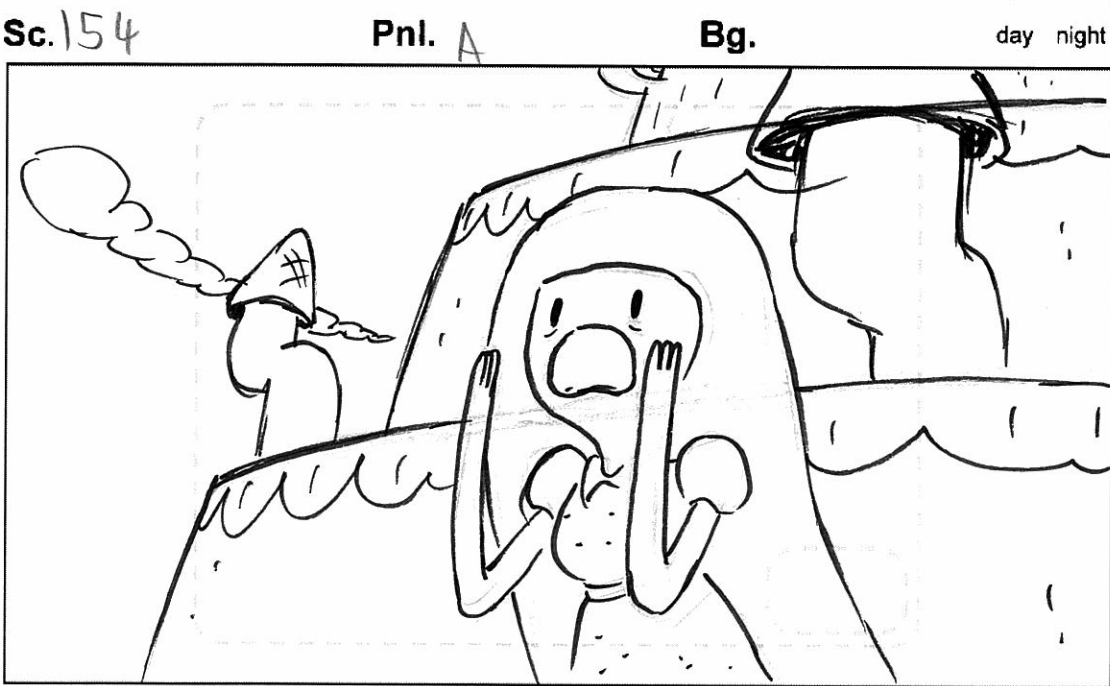
② BG Gets BIGGER

F+J RUNNING

②

008104
EPISODE #
Production :

ADVENTURE TIME



Dialog: (PB) THAT'S NOT BILLY!
IT'S THE LICH KING!

SFX* Booming Footsteps

(Bubblegum Guard) LICH ALERT! LICH ALERT!

Action:

Timing:

008104

EPISODE #

Production :

ADVENTURE TIME



Sc. 154

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

PAN

SFX* Beeeoo!

①



②

008104

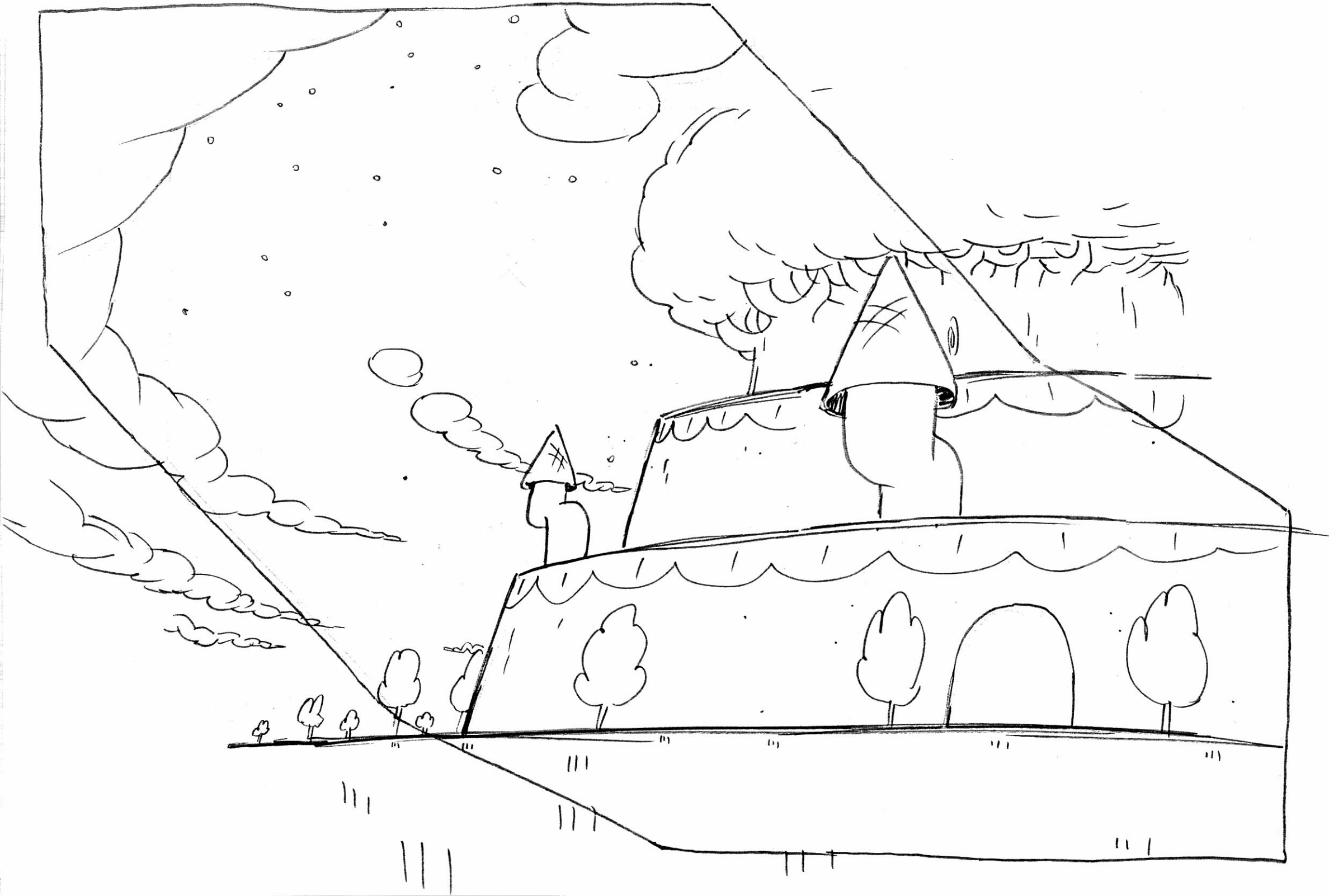
EPISODE #

Production :

203A

17A

008104



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ADVENTURE TIME



Page 204

Sc. 155

Pnl. A

Bg.

day night

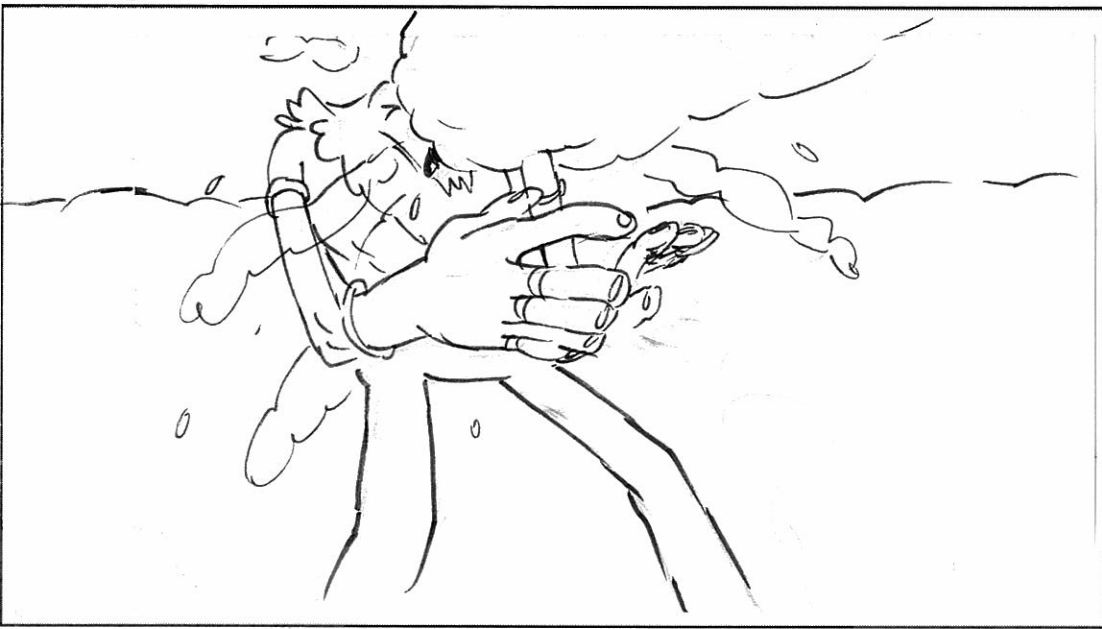


Sc. 155

Pnl. B

Bg.

day night



Dialog:

(B:) HURRY

Action:

Timing:



(B:) Ow!

EPISODE # 008104

Production :

ADVENTURE TIME



Sc. 156

Pnl. A

Bg.

day night



Sc. 156

Pnl. B

Bg.

day night



Dialog:	
SFX * BOOM (BILLY FALLING OVER)	(F:) BILLYYYY!
Action:	
(CAM SHAKE)	JAKE + FINN RUNNING
Timing:	

EPISODE # 008104

Production :

ADVENTURE TIME



Sc. 156

Pnl. C

Bg.

day night

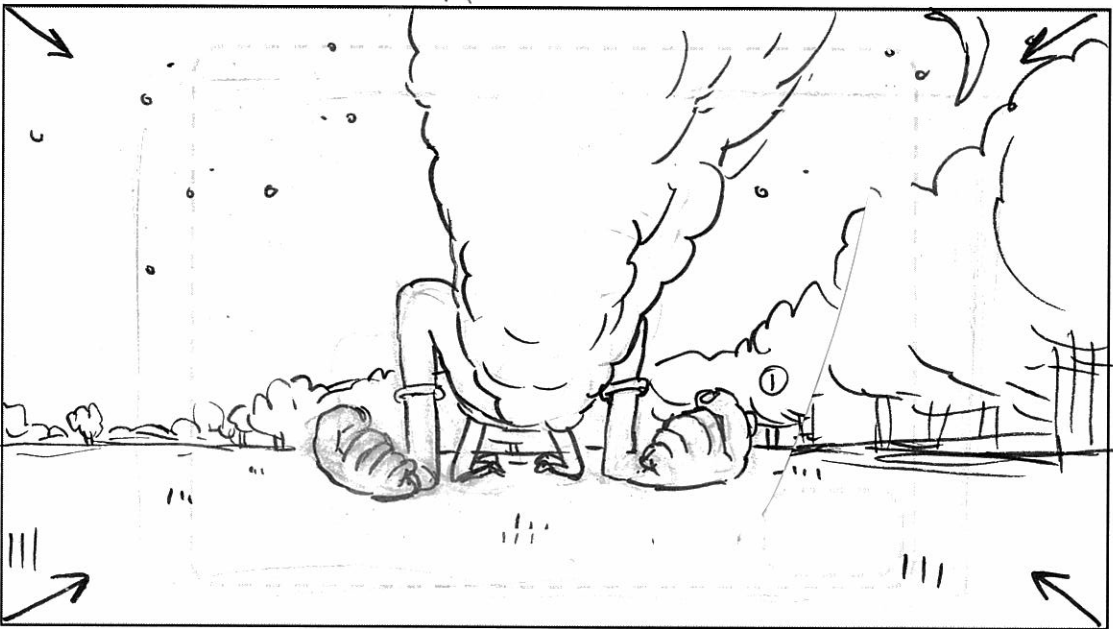


Sc. 157

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

RUNS FASTER

(FINN'S POV)
ZOOM IN

LICH: WHISPERING
CURSES



008104

EPISODE #

Production :

ADVENTURE TIME

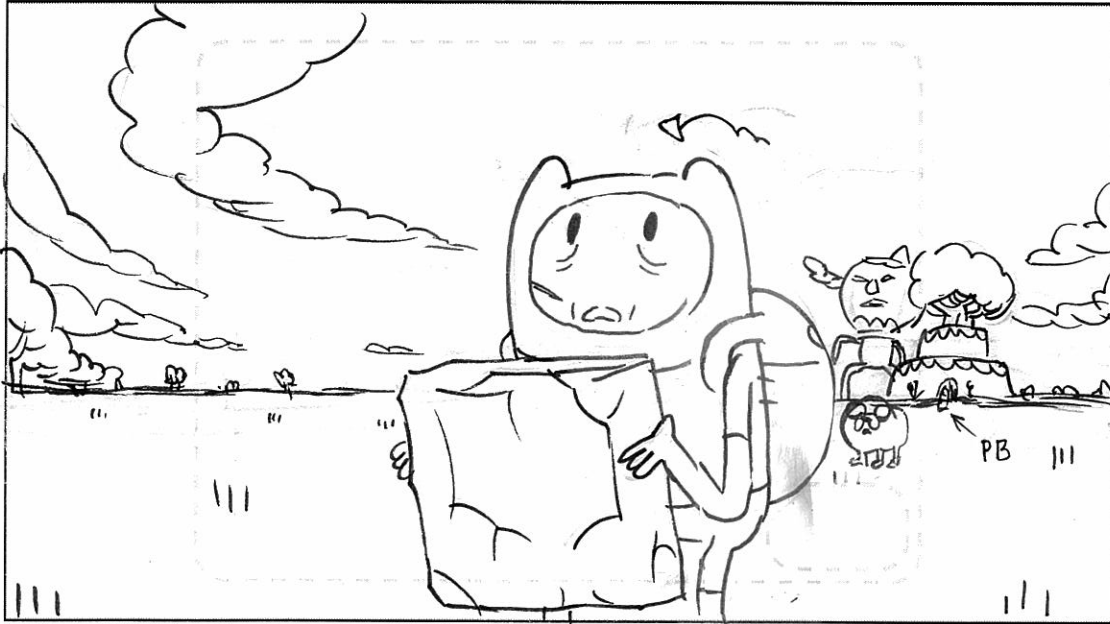


Sc. 158

Pnl. A

Bg.

day night

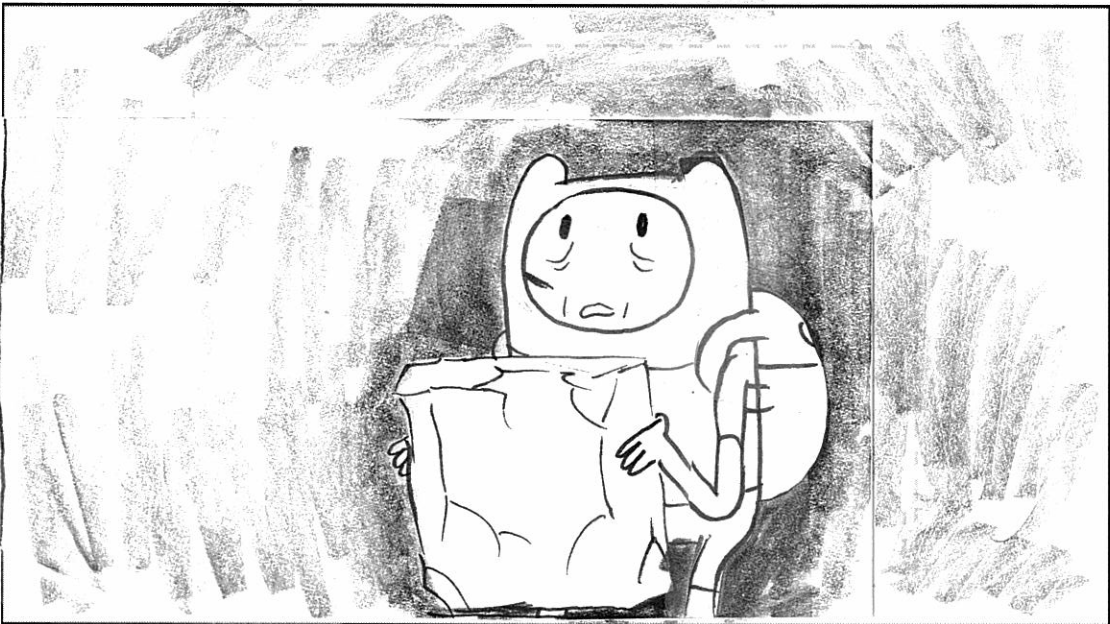


Sc. 158

Pnl. B

Bg.

day night



Dialog:
Action: <div>FINN comes to A Stop</div> <div>BG FADES TO BLACK</div>
Timing:

008104

EPISODE #

Production :

ADVENTURE TIME



Page 208

Sc. 158

Pnl. C

Bg.

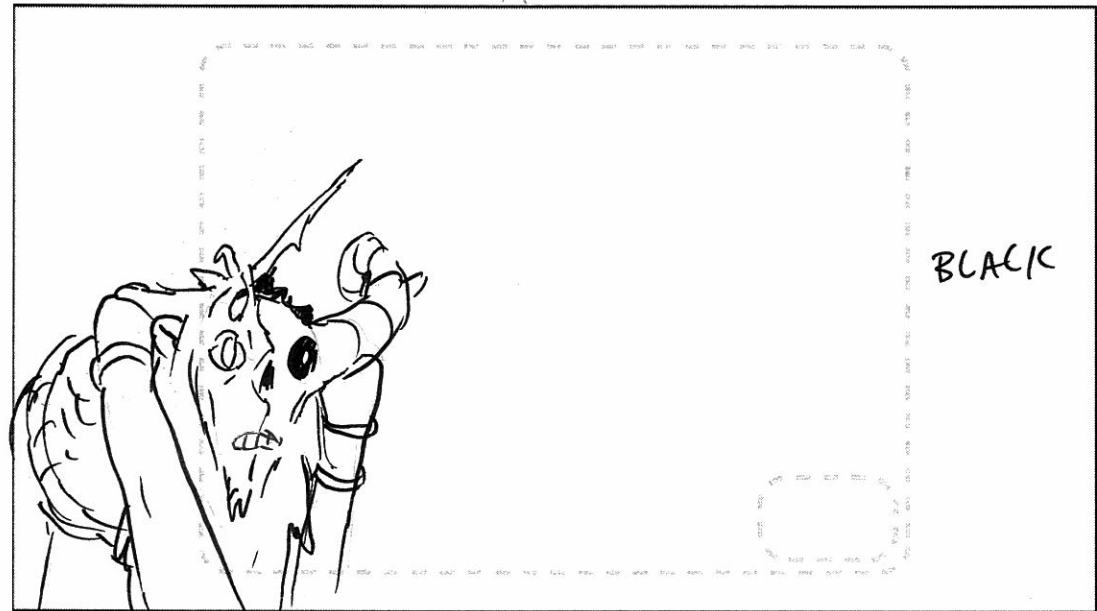
day night

Sc. 159

Pnl. A

Bg.

day night



Dialog:

(F:) ... buh... billy?

Action:

maybe
brainworld
should have
stars or
something?
They're in there
for a while...

Timing:

Lich crawls forward

EPISODE #

008104

Production :

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ADVENTURE TIME



Page 209

Sc. 159

Pnl.

B

Bg.

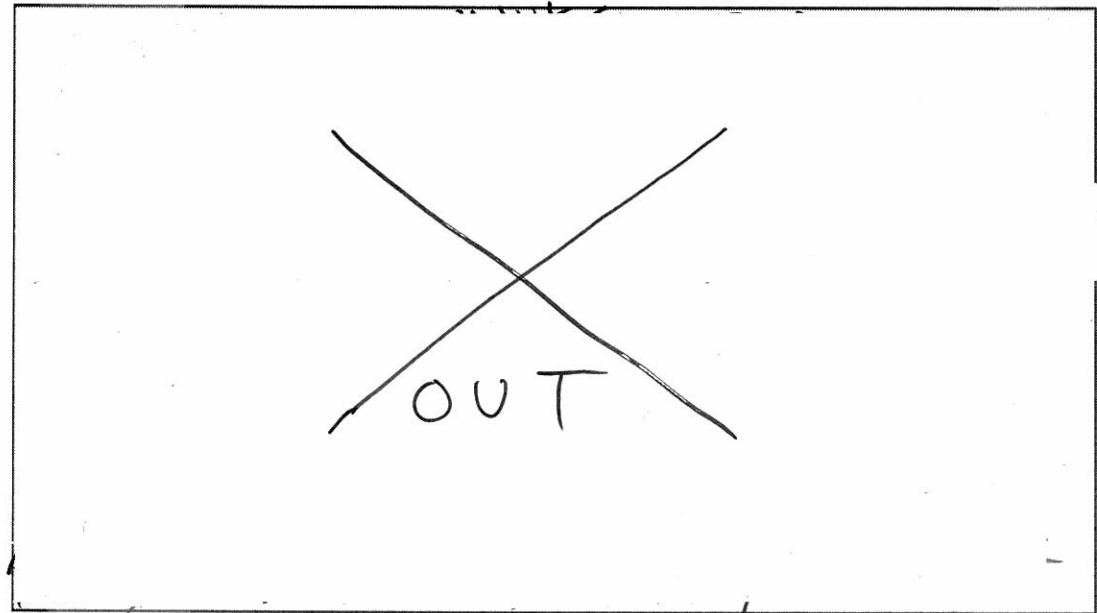
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(LICH!) The book Finn -

Action:

Timing:

EPISODE #

Production :

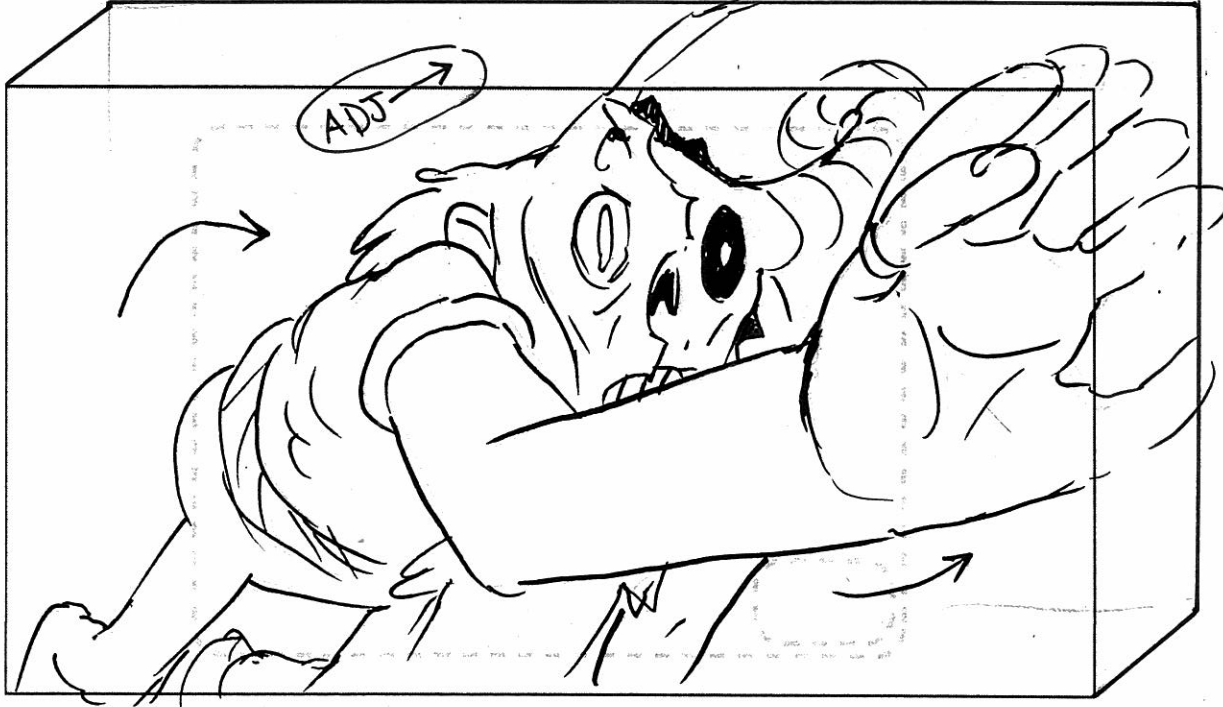
008104

Sc. 159

Pnl. C

Bg.

Page 210



Dialog:

(LICH) GIVE ME THE BOOK!

Action:

Timing:

EPISODE #

008104

1.5

Production :

ADVENTURE TIME



Page 211

Sc. 160

Pnl. A

Bg.

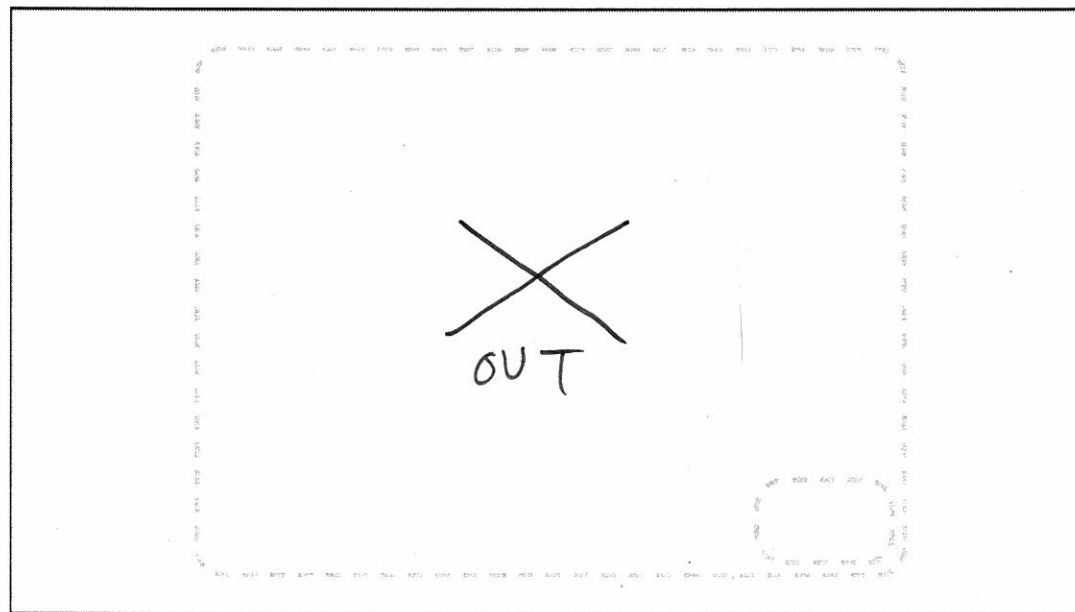
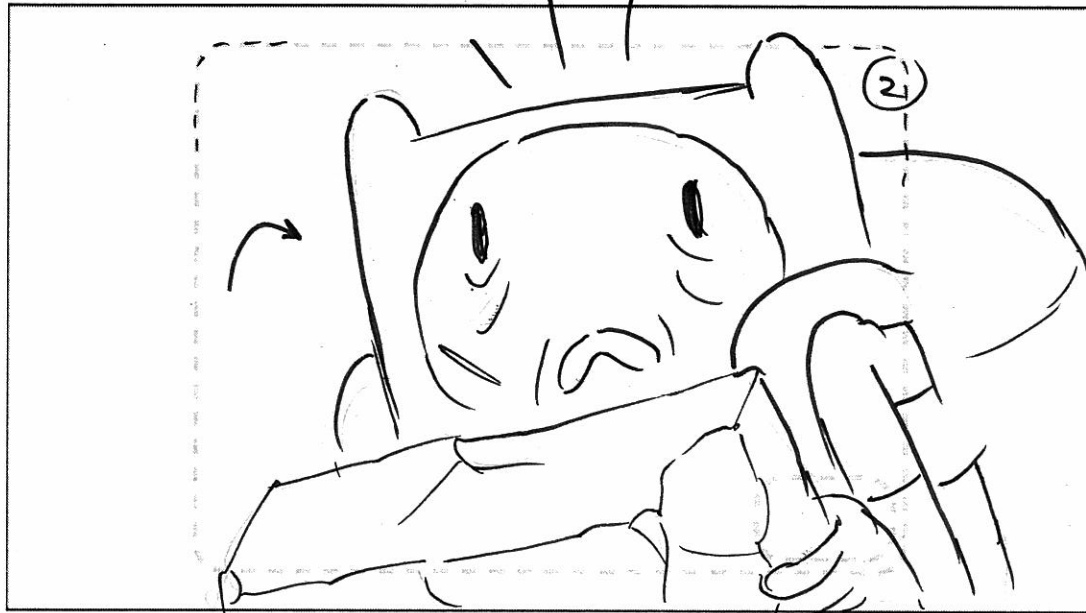
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F:) *GASP*

Action:

Finn jumps
back
in fear

Timing:



Production :

EPISODE #

008104

1.75

ADVENTURE TIME



Page 212

Sc. 161

Pnl. A

Bg.

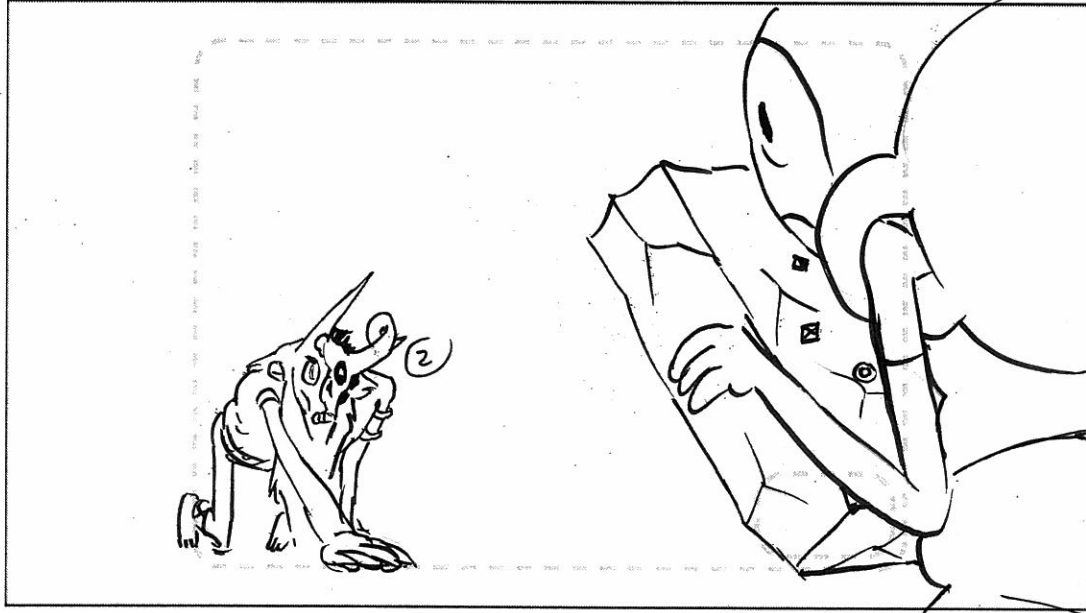
day night

Sc. 161

Pnl. B

Bg.

day night



Dialog:

(LICH:) Quickly child -

Action:

Timing:

EPISODE #

008104

2

Production :

ADVENTURE TIME



Sc. 162

Pnl. A

Bg.

day night

Sc. 162

Pnl. B

Bg.

day night

Dialog:

(LICH:) We're running out of time...

Action:

Finn backs into screen

Timing:

EPISODE #

3

008104

Production :

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ADVENTURE TIME



Page 214

Sc. 162

Pnl. C

Bg.

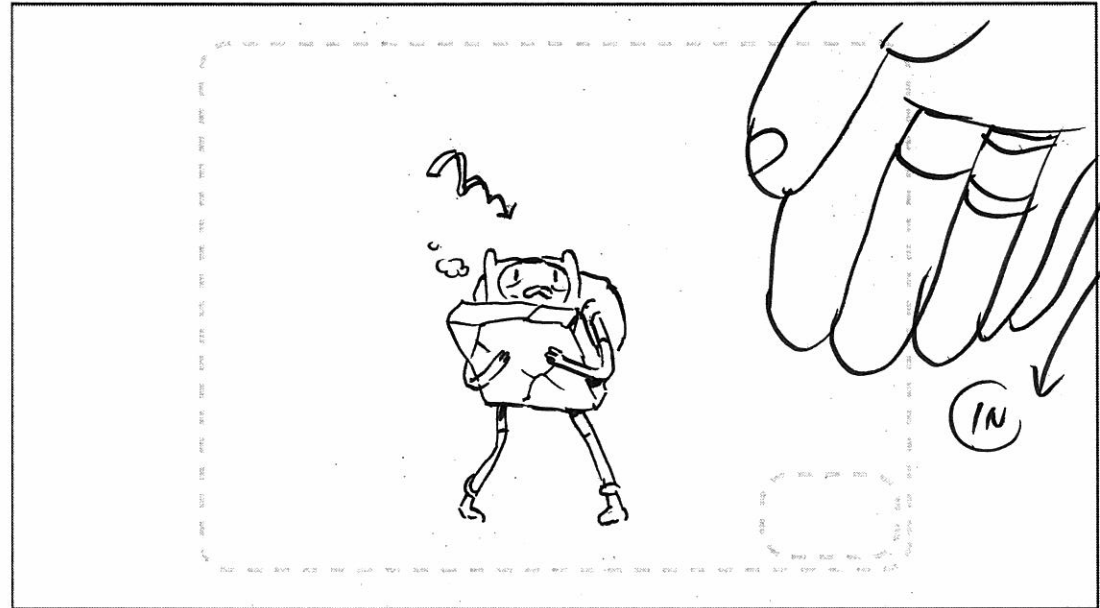
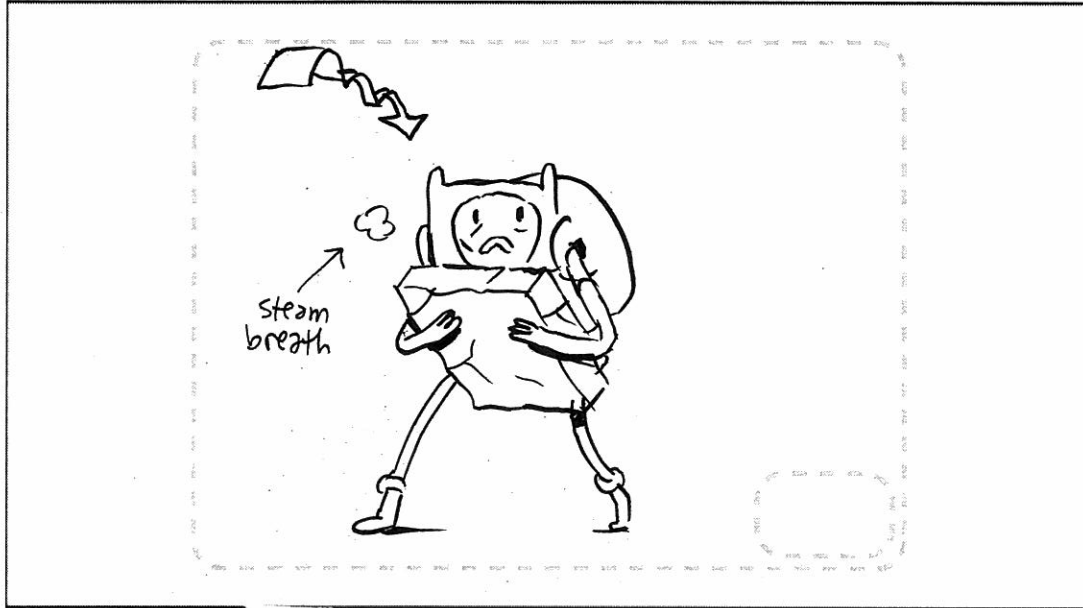
day night

Sc. 162

Pnl. D

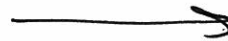
Bg.

day night



Dialog:

Ⓢ: LICH! y- you messed
Billy up -



You just wanna mess me
all up... mess everyone up...

Action:

Lich crawls over camera into screen

Timing:

EPISODE #

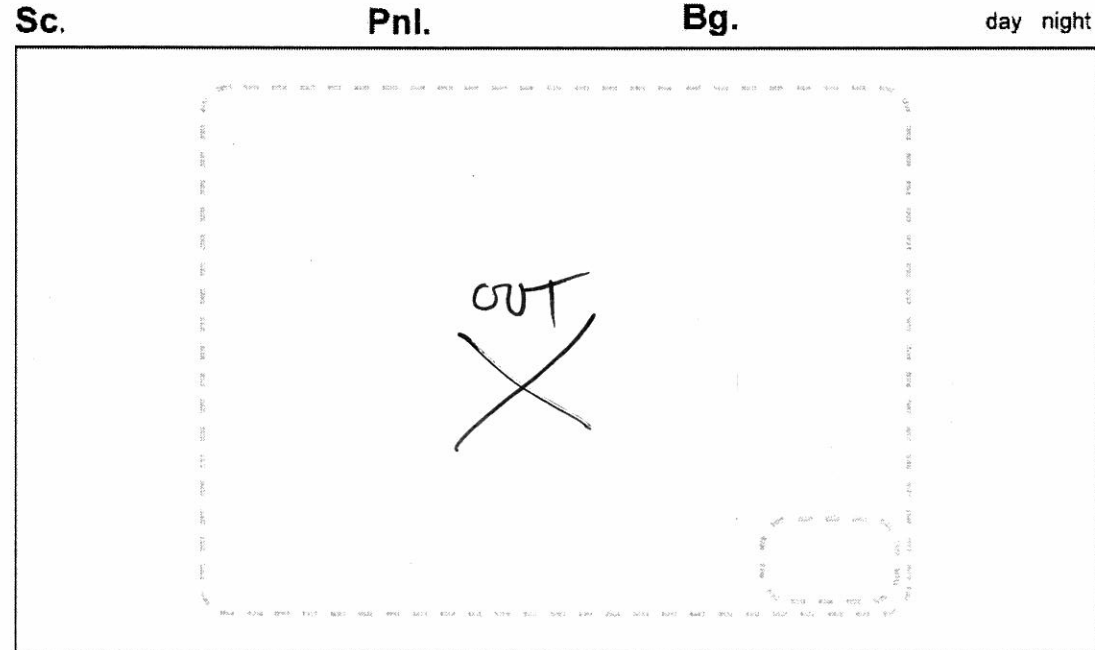
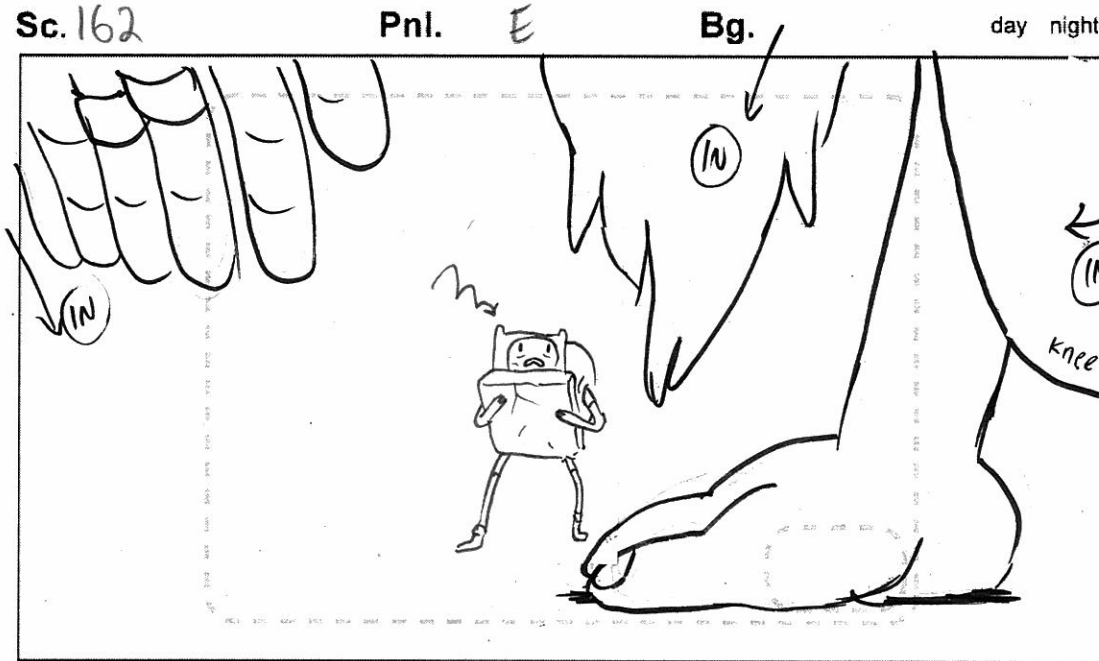
008104

Production :

ADVENTURE TIME



Page 215



Dialog:

(F:) You tricked me...

Action:

Timing:

EPISODE #

1008-104

Production :

PG. 216

SC. 126
PNL. F

008104



SC. 126
PNL. G

(2)

008104

7



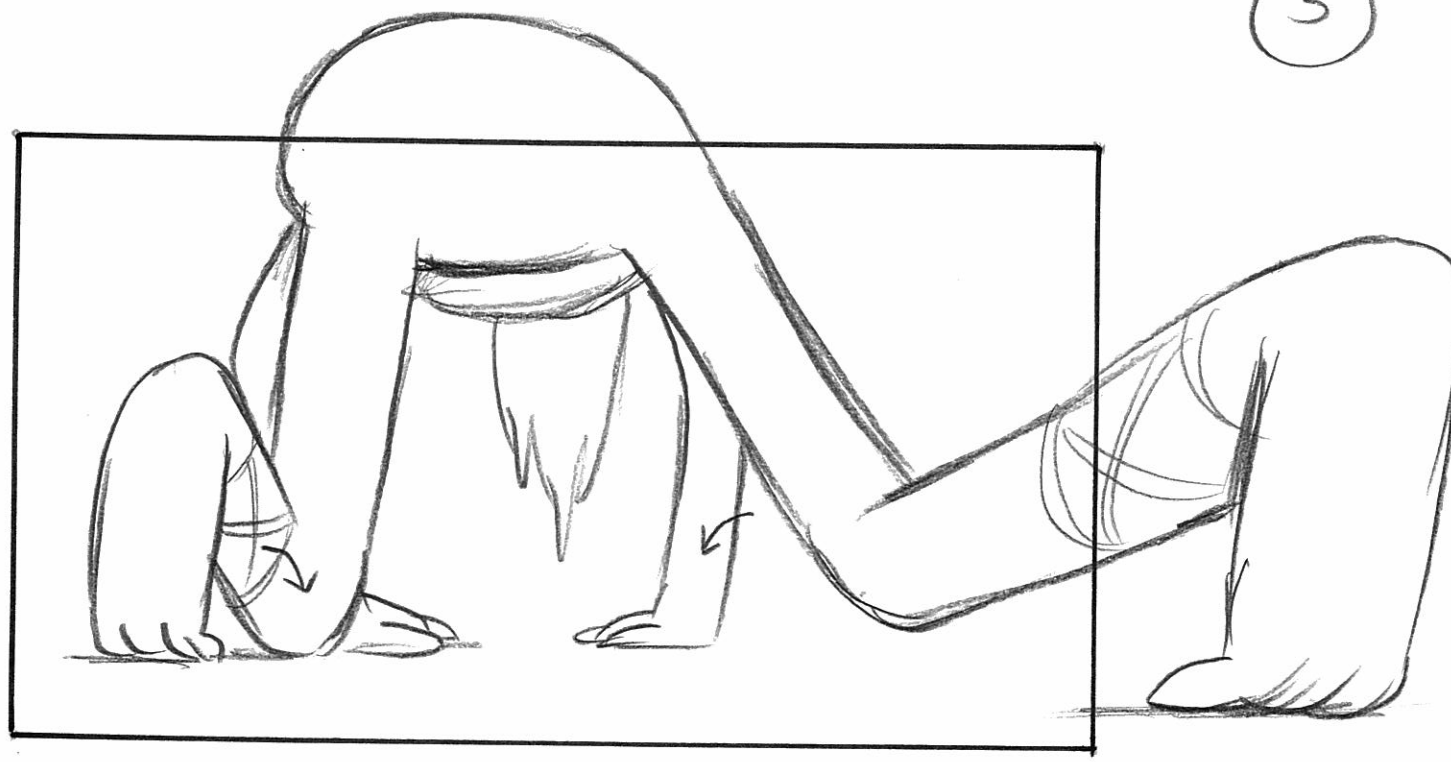
PG. 218

SC. 126
PNL. H

008104

8

3



ADVENTURE TIME



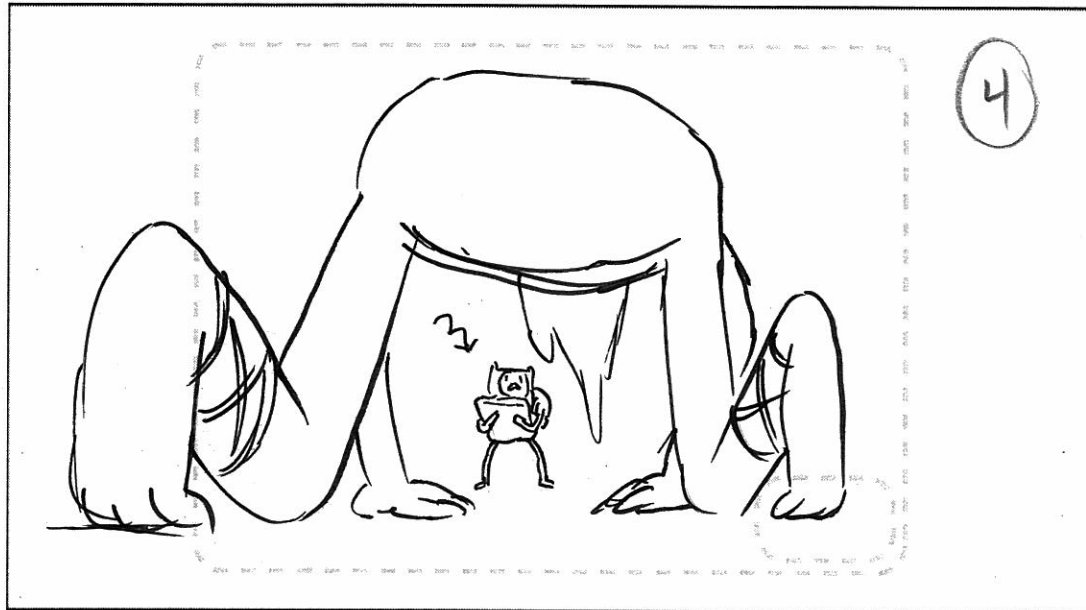
Page 219

Sc. 162

Pnl. I

Bg.

day night



Sc. 163

Pnl. A

Bg.

day night



Dialog:

(LICH) No child - it's
all true -

Action:

(LICH) The book has great power...
Lich crawls toward camera (A)(B)(A)(B) etc.

Timing:

Production :

EPISODE #

1008-104

9

ADVENTURE TIME



Page 220

Sc. 163

Pnl. B

Bg.

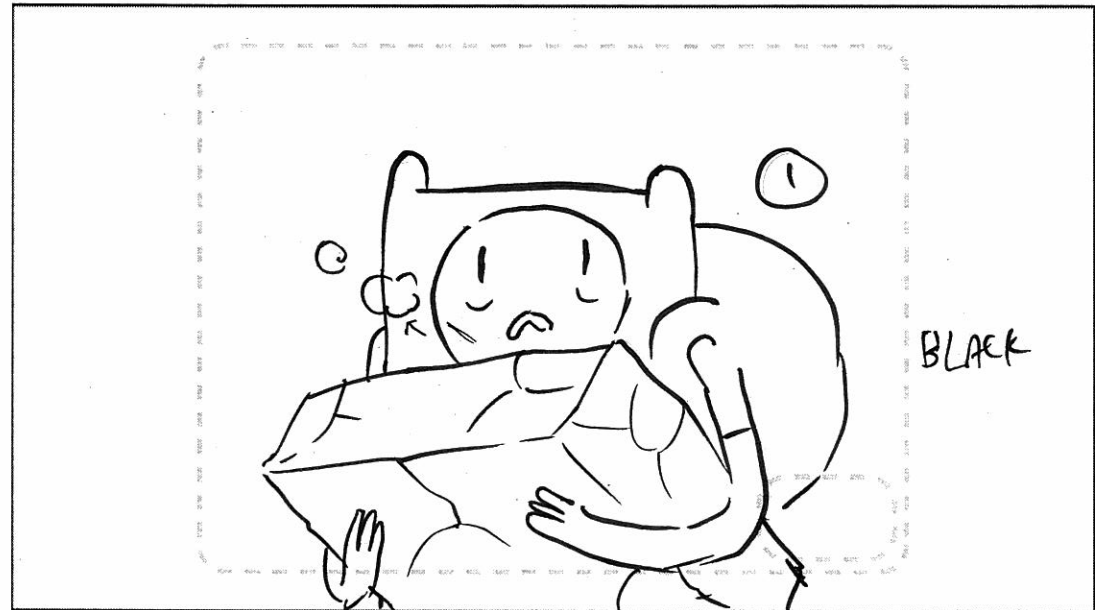
day night

Sc. 164

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

008104

Production :

ADVENTURE TIME



Page 221

Sc. 165

Pnl. A

Bg.

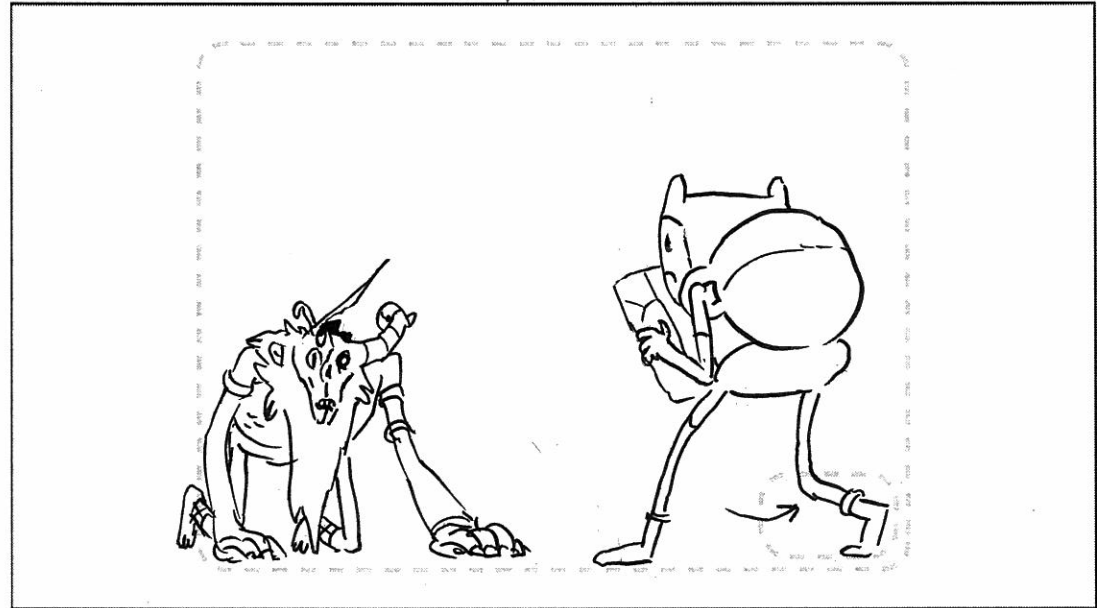
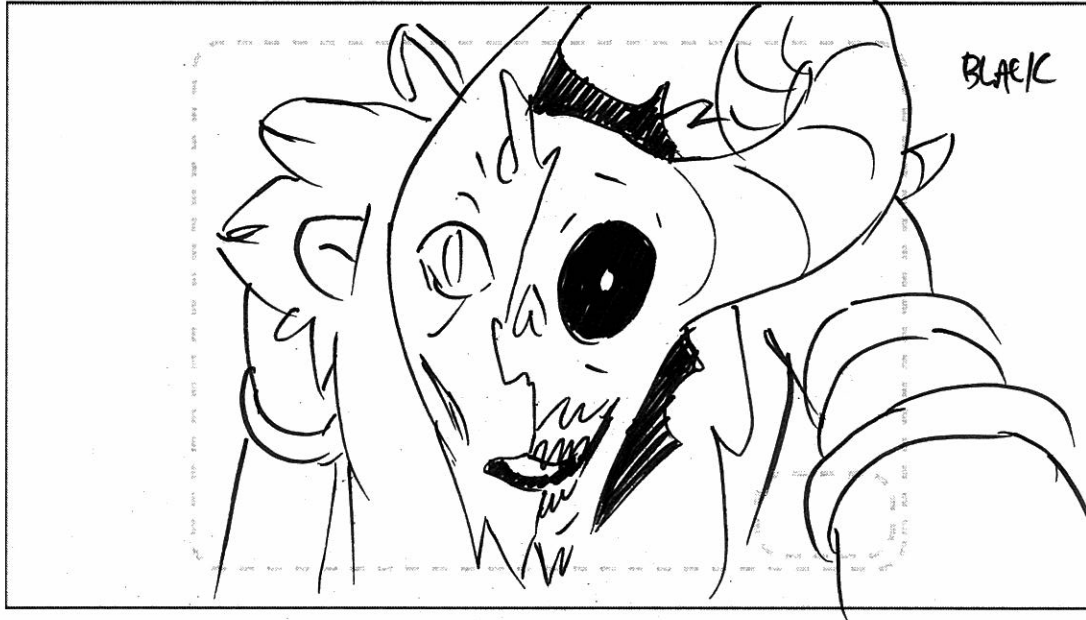
day night

Sc. 166

Pnl. A

Bg.

day night



Dialog: (L:) I can bring back your parents -
make you live forever -
anything you want -

Action: CYCLE (A) (B) (A) (B) as before

Timing:

(L:) Just give ME THAT -

Production :

EPISODE #

008104

ADVENTURE TIME



Page 222

Sc. 166

Pnl.

B

Bg.

day night

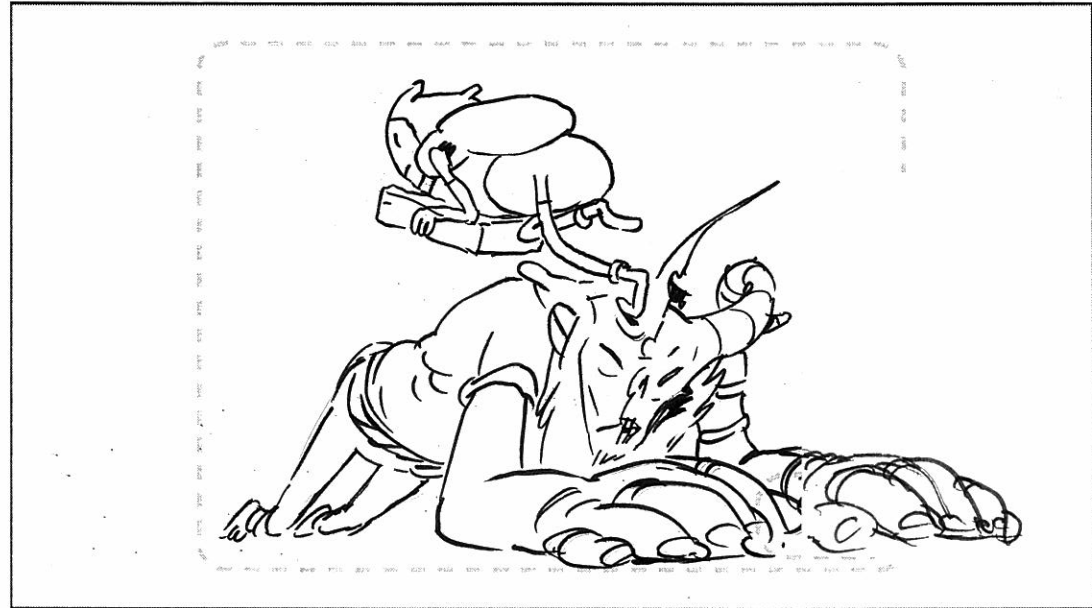
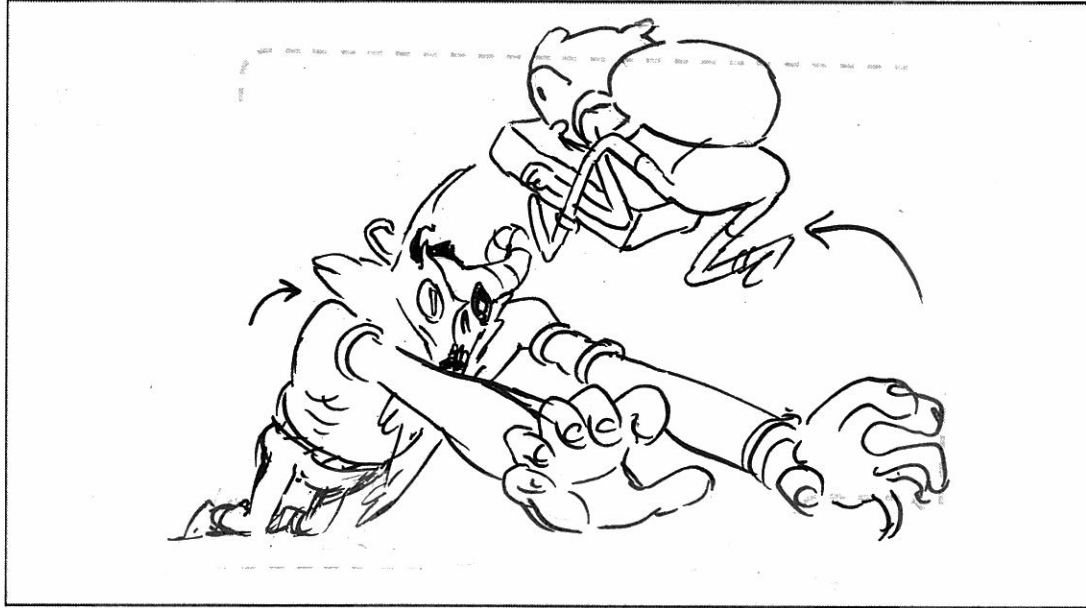
Sc. 166

Pnl.

C

Bg.

day night



Dialog:

(L:) → BOOK!

Action:

Timing:

EPISODE #

008104

12

Production :

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ADVENTURE TIME



Sc. 166

Pnl.

D

Bg.

day night

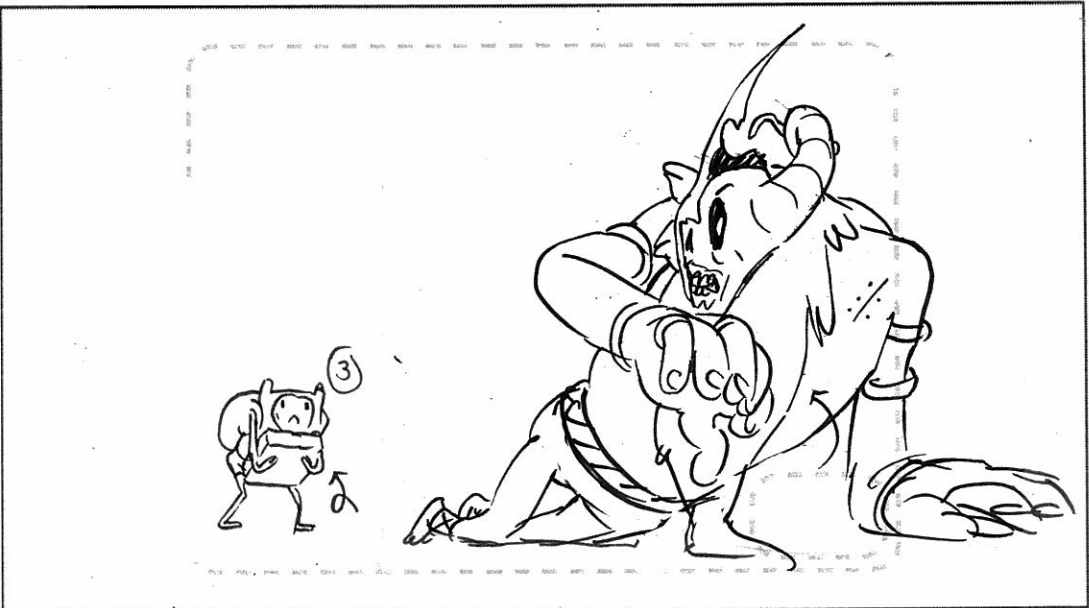
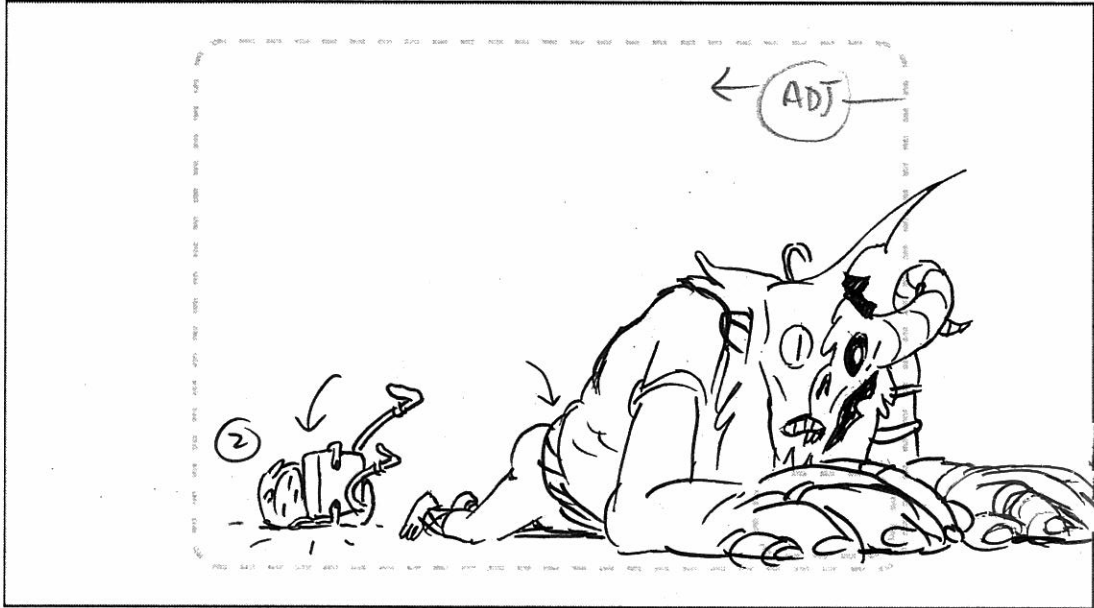
Sc. 166

Pnl.

E

Bg.

day night



Dialog:	(LICH) GRRR. -
Action:	
Timing:	



EPISODE #

13

008104

Production :

ADVENTURE TIME



Page 224

Sc. 167

Pnl. A

Bg.

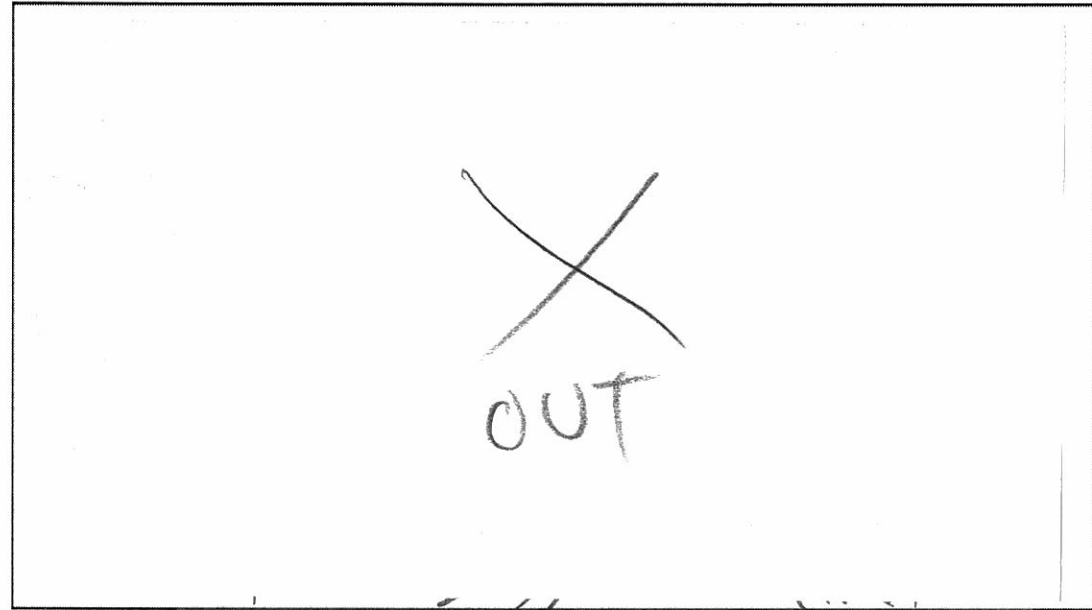
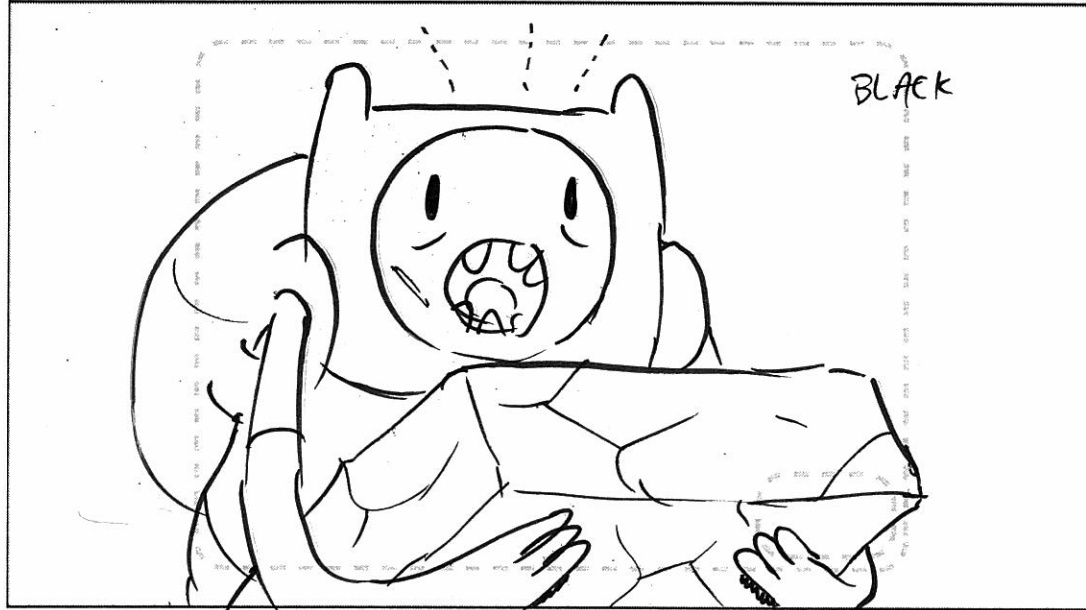
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F.) NO NO NO NO NO NO -
NO NO NO NO NO NO

Action:

Timing:

EPISODE #

Production :

008104

14

ADVENTURE TIME



Page 225

Sc. 167

Pnl. B

Bg.

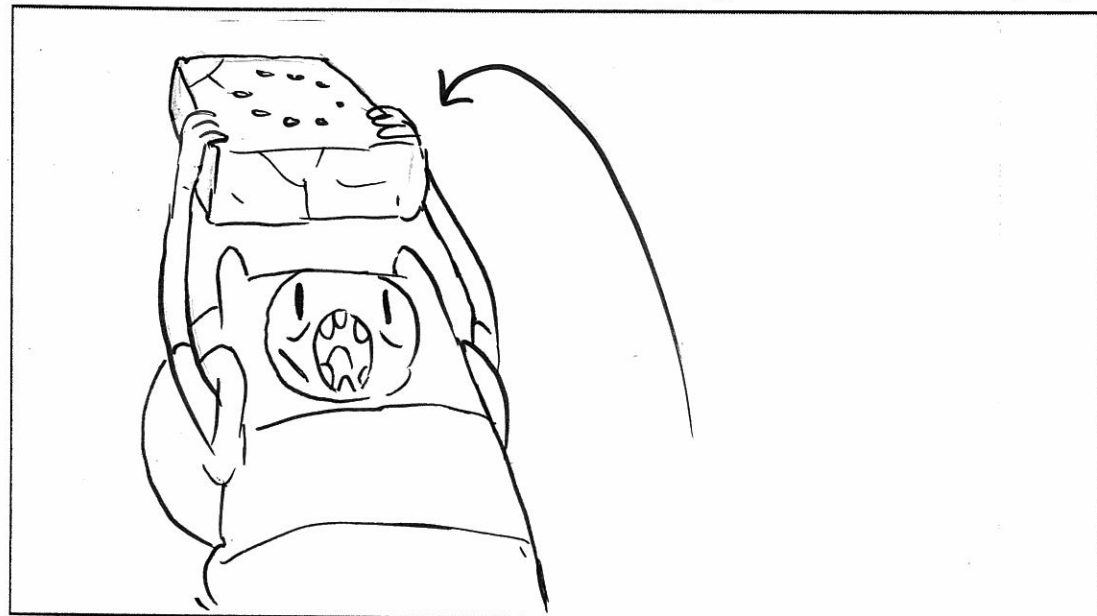
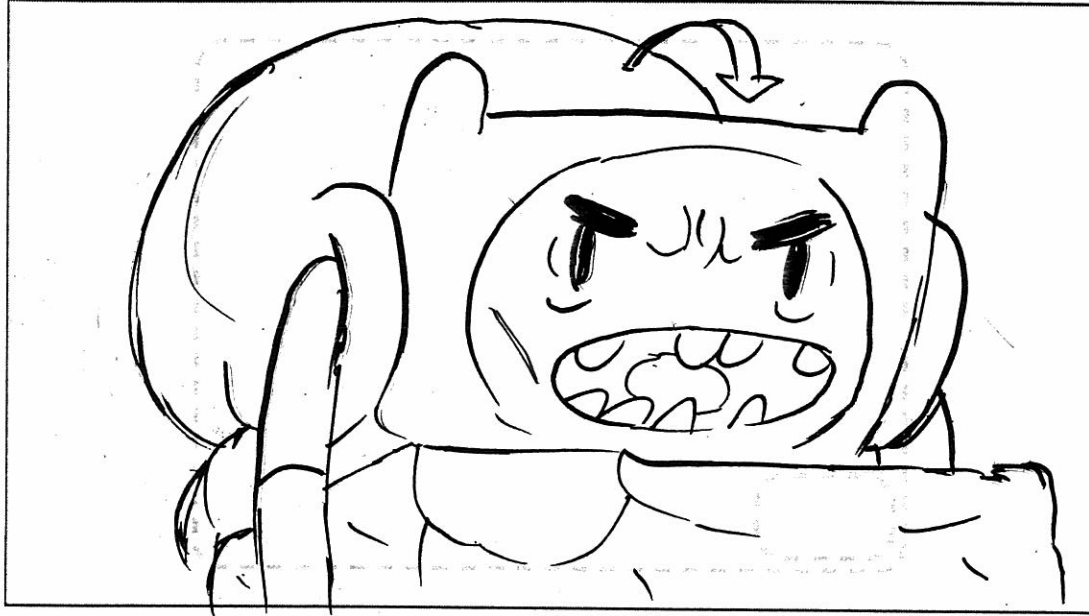
day night

Sc. 167

Pnl. C

Bg.

day night



Dialog:

(F:) NO MORE TRICKS! → YOU'LL NEVER GET THIS BOOK!!

Action:

Timing:

EPISODE #

Production :

008104

15

ADVENTURE TIME



Page 226

Sc. 168

Pnl.

A

Bg.

day night



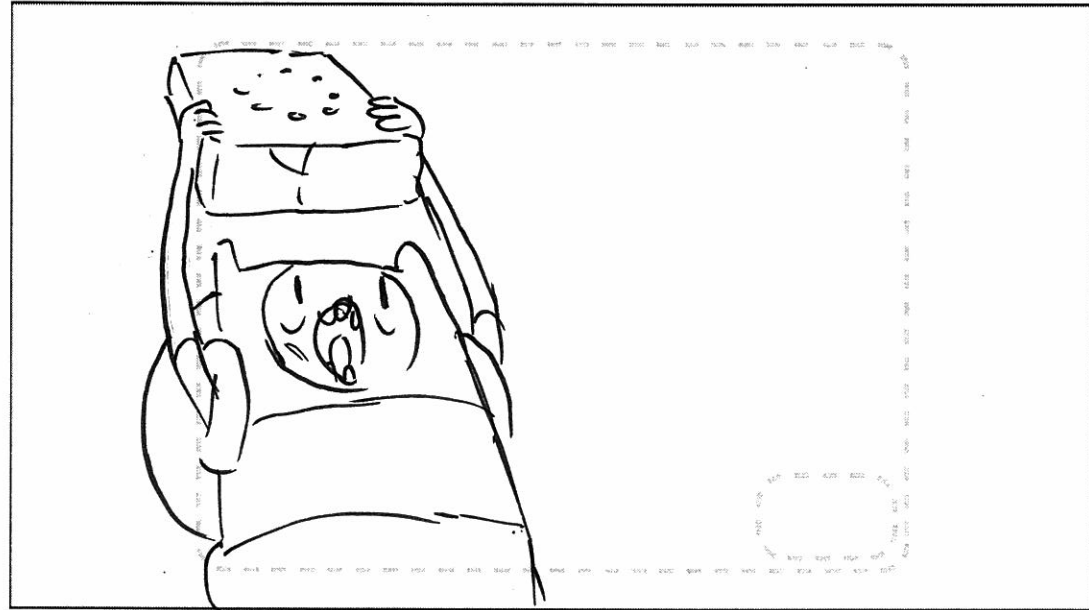
Sc. 169

Pnl.

A

Bg.

day night



Dialog:

(L:) NOOOOOOOO!!

(F:) YAAAAA!!

Action:

Timing:

EPISODE #

Production :

16

008104

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ADVENTURE TIME



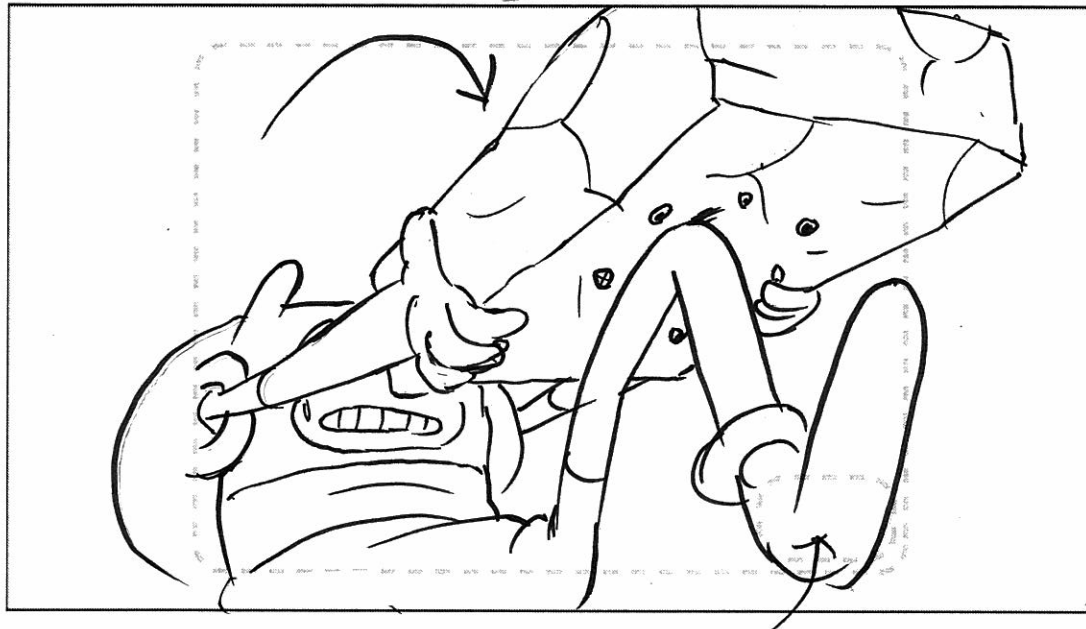
Page 227

Sc. 169

Pnl. B

Bg.

day night

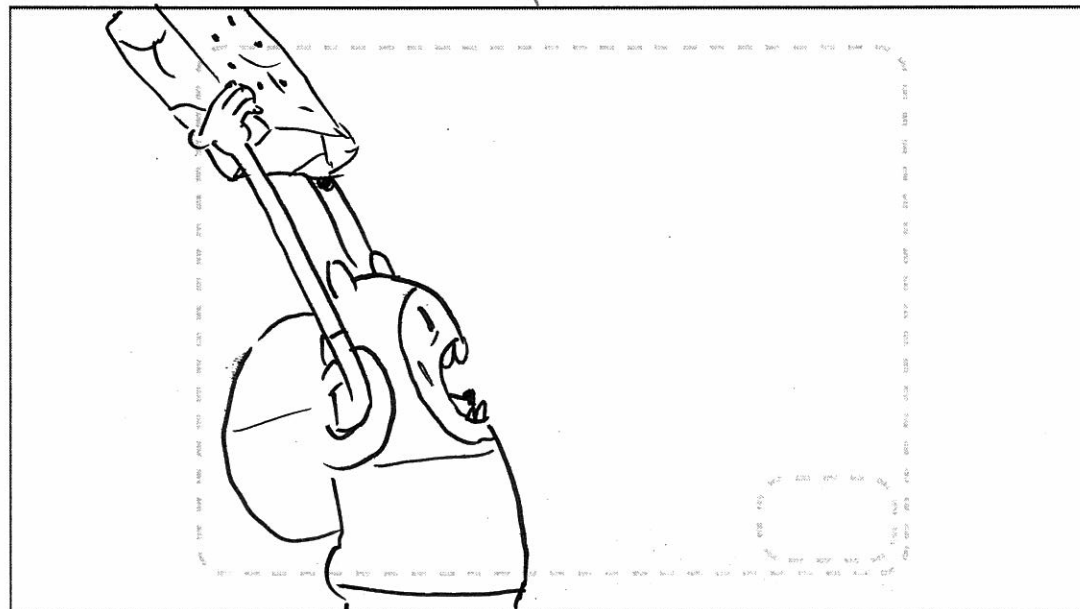


Sc. 170

Pnl. A

Bg.

day night



Dialog:

(F:) YAAAAA!! (some dialogue)

Action:

Shot freezes on impact —————> then stutter cuts from other angles —>

Timing:

EPISODE #

Production :

17

008104

ADVENTURE TIME



Sc. 170

Pnl.

B

Bg.

day night

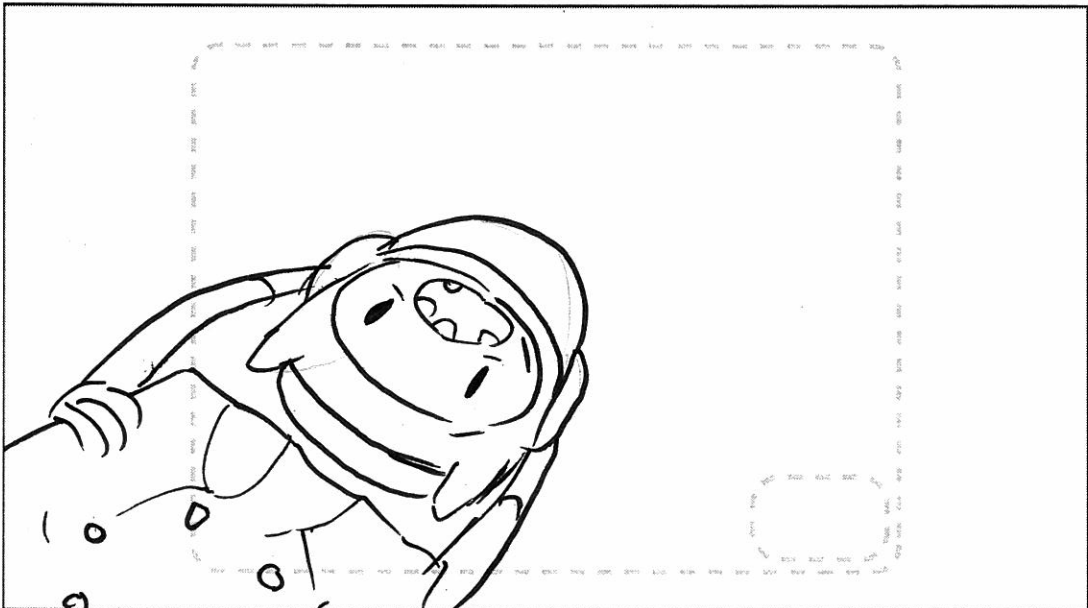
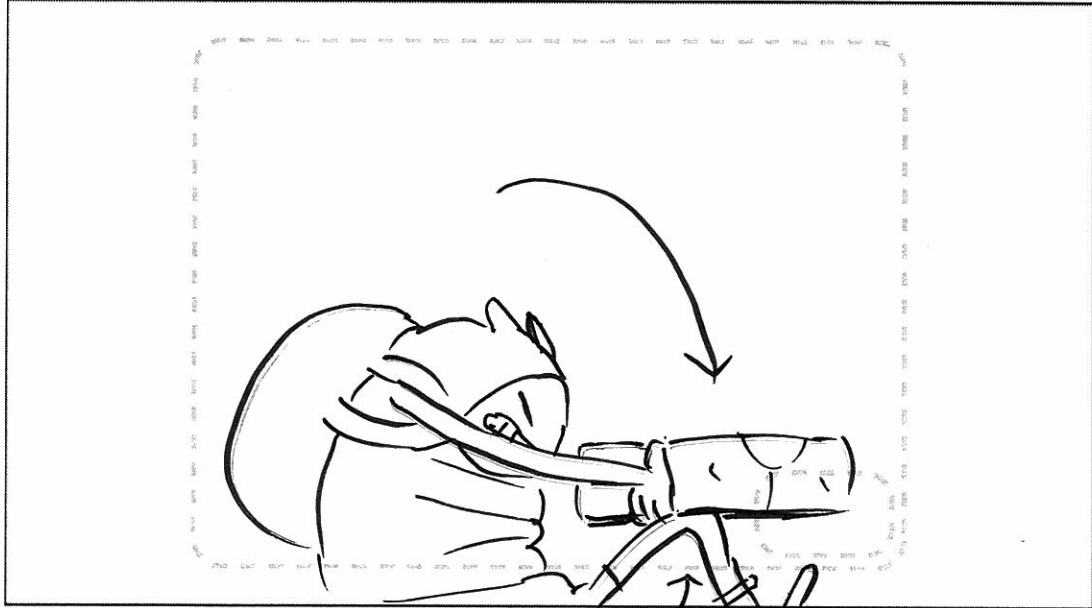
Sc. 171

Pnl.

A

Bg.

day night



Dialog:
Action:
Timing:

EPISODE #

008104

18

Production :

ADVENTURE TIME



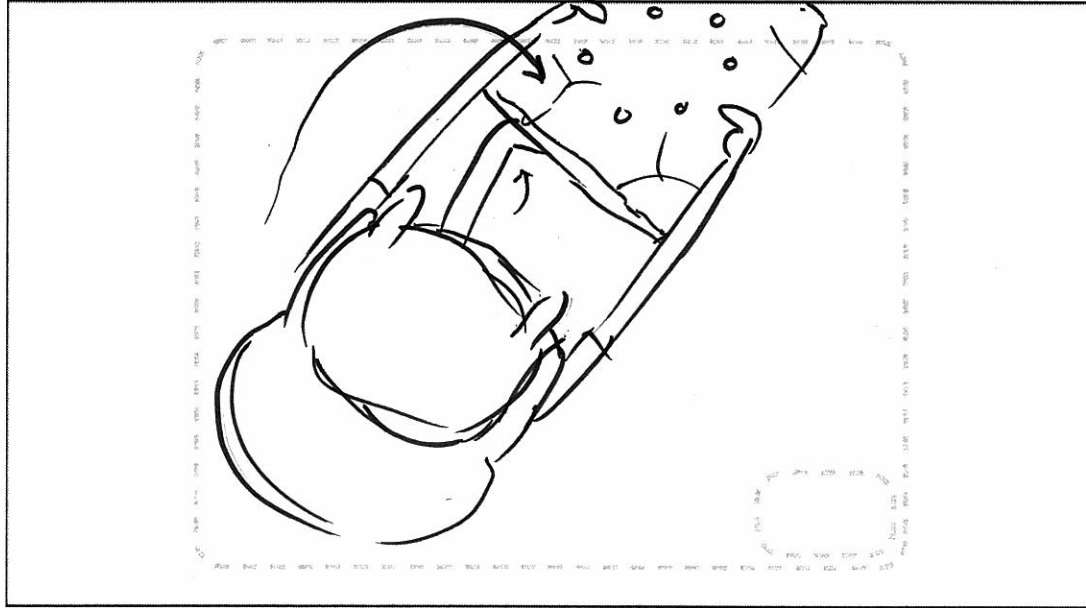
Page 229

Sc. 171

Pnl. B

Bg.

day night

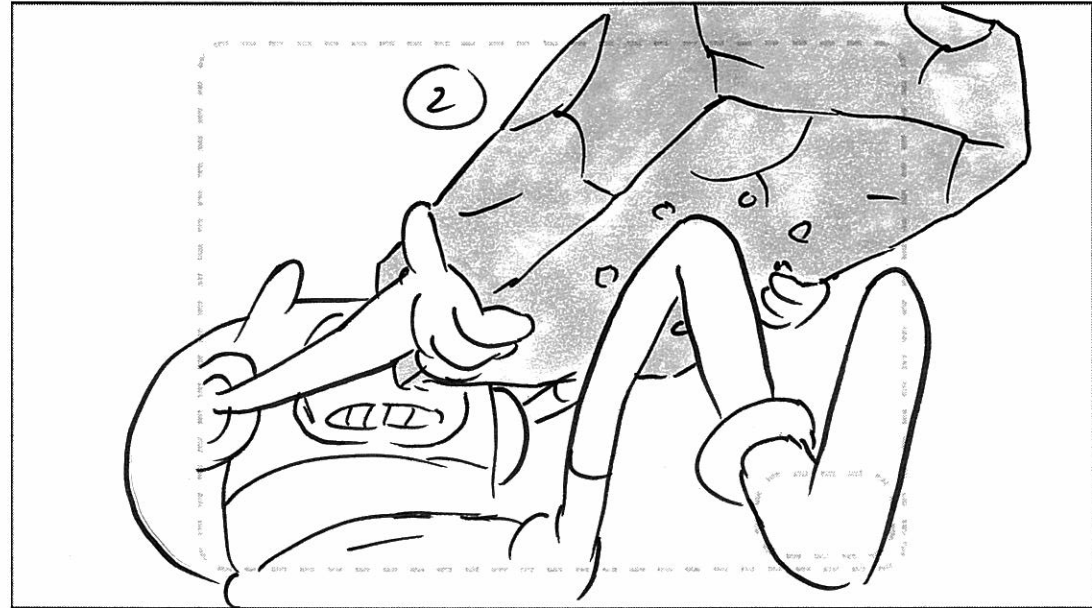


Sc. 172

Pnl. A

Bg.

day night



Dialog:

Action:

Book goes
dead -

Timing:



EPISODE #

Production :

008104

19

ADVENTURE TIME



Sc. 172

Pnl. B

Bg.

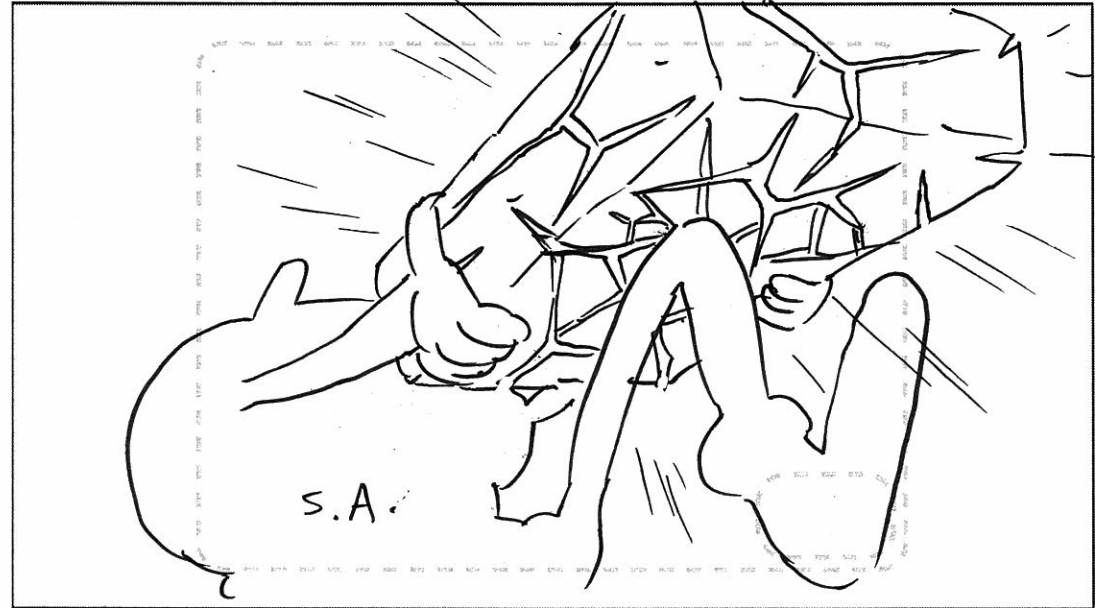
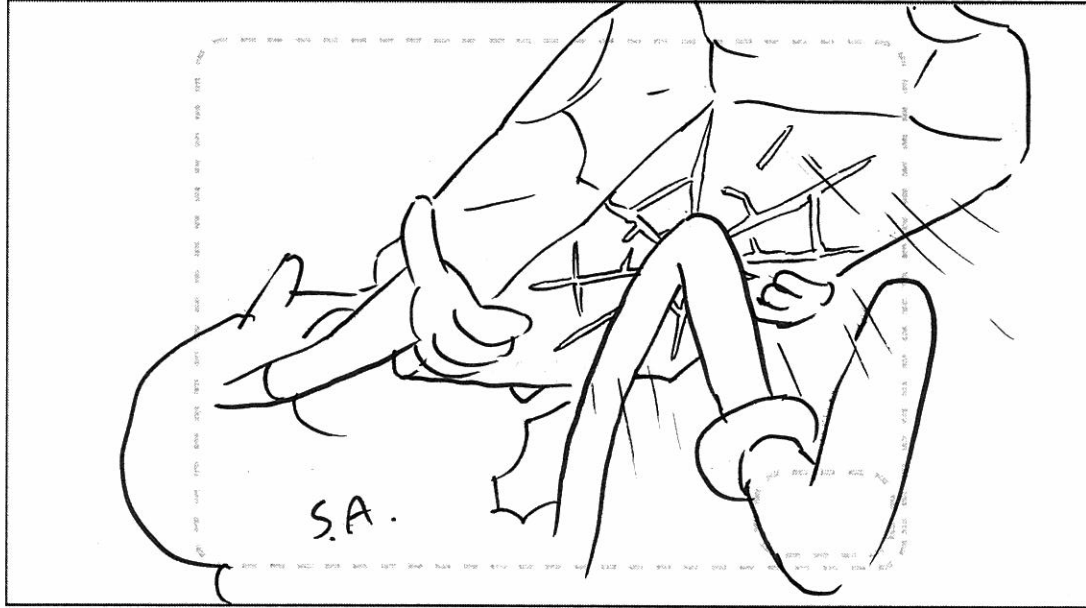
day night

Sc. 172

Pnl. C

Bg.

day night



Dialog:

Action:

cracks form with light pouring out -

more cracks / more light

Timing:

EPISODE #

008104

20

Production :

ADVENTURE TIME



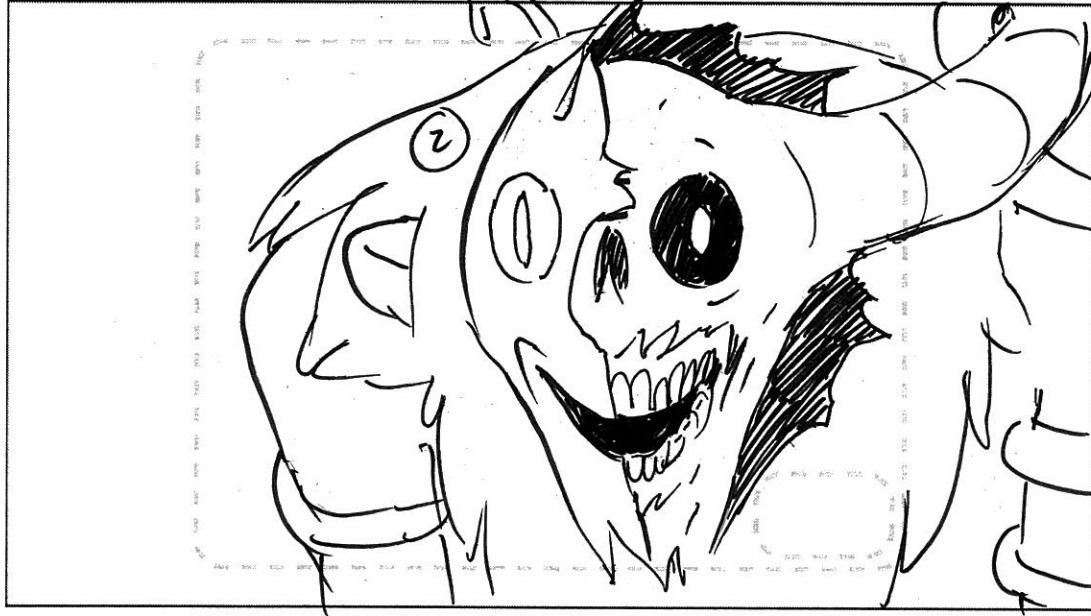
Page 231

Sc. 173

Pnl. A

Bg.

day night



Sc. 174

Pnl. A

Bg.

day night



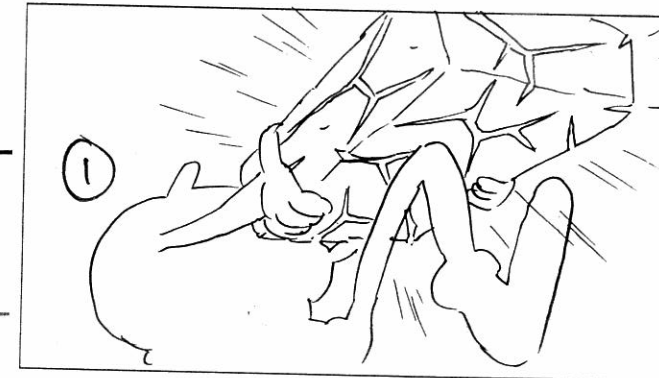
Dialog:

Action: Lich smiles

Timing:



Book
shatters



Production :

EPISODE #

008104

21

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div><div>FADE WHITE</div><div></div></div> <div><div>FADE BACK IN</div><div></div></div>									

Dialog:
Action:
Timing:

Production :

EPISODE #

008104

22

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ADVENTURE TIME



Sc. 175

Pnl. A

Bg.

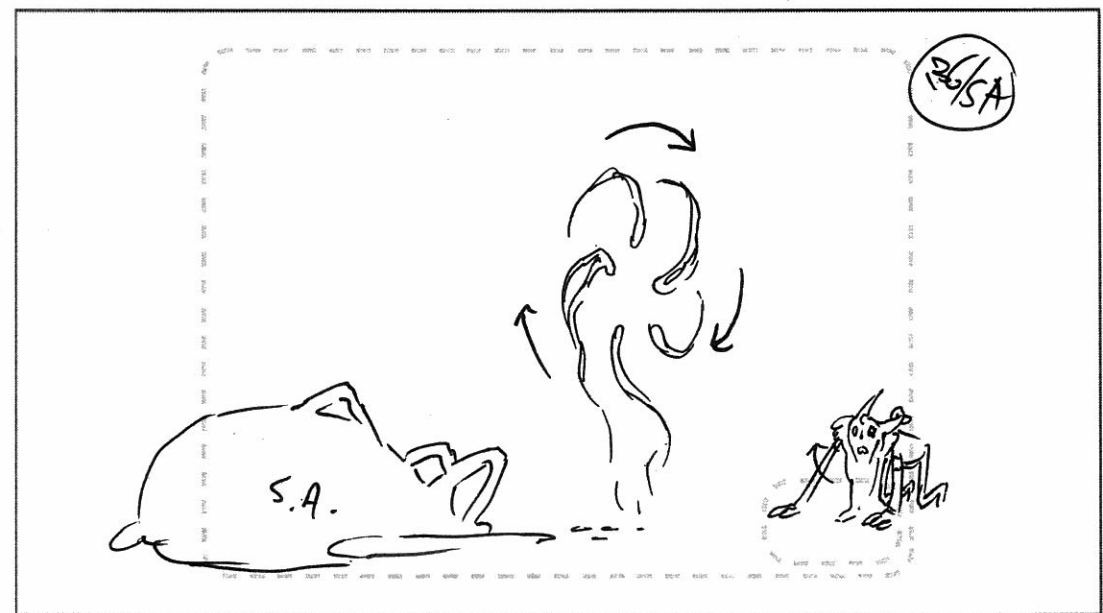
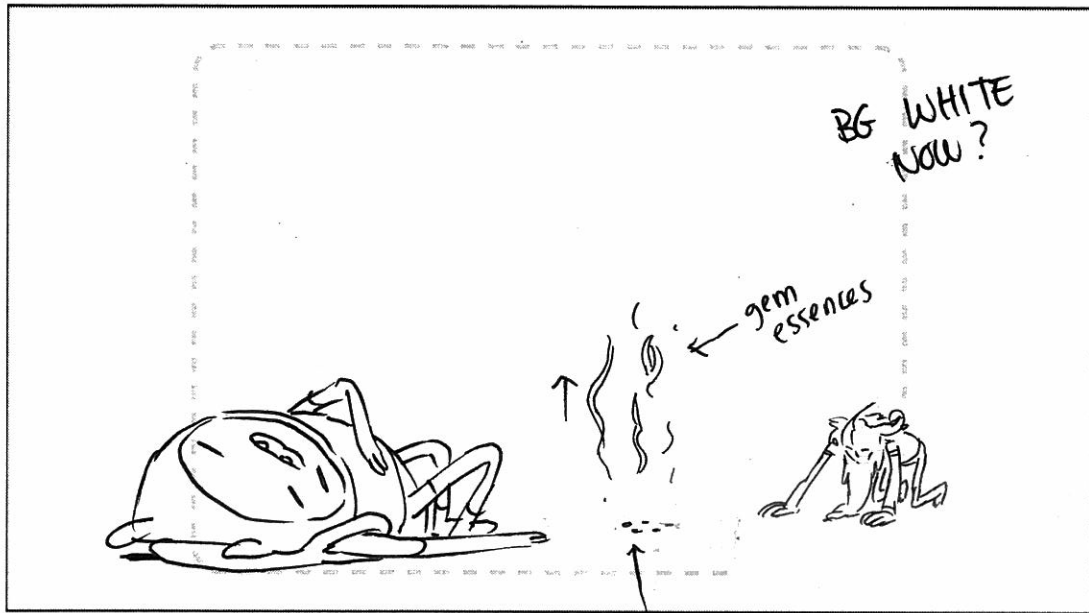
day night

Sc. 175

Pnl. B

Bg.

day night



Dialog:

Action: Gem essence rises up like steam —————> and coalesces into spinning portal

Timing:

EPISODE #

Production :

008104

23

ADVENTURE TIME



Page 234

Sc. 175

Pnl. C

Bg.

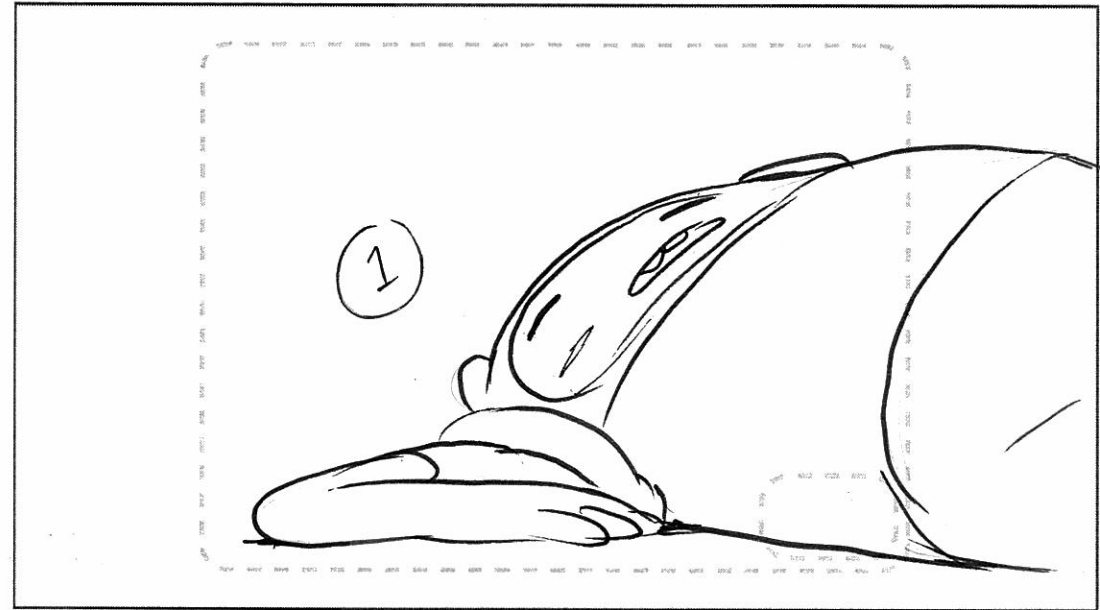
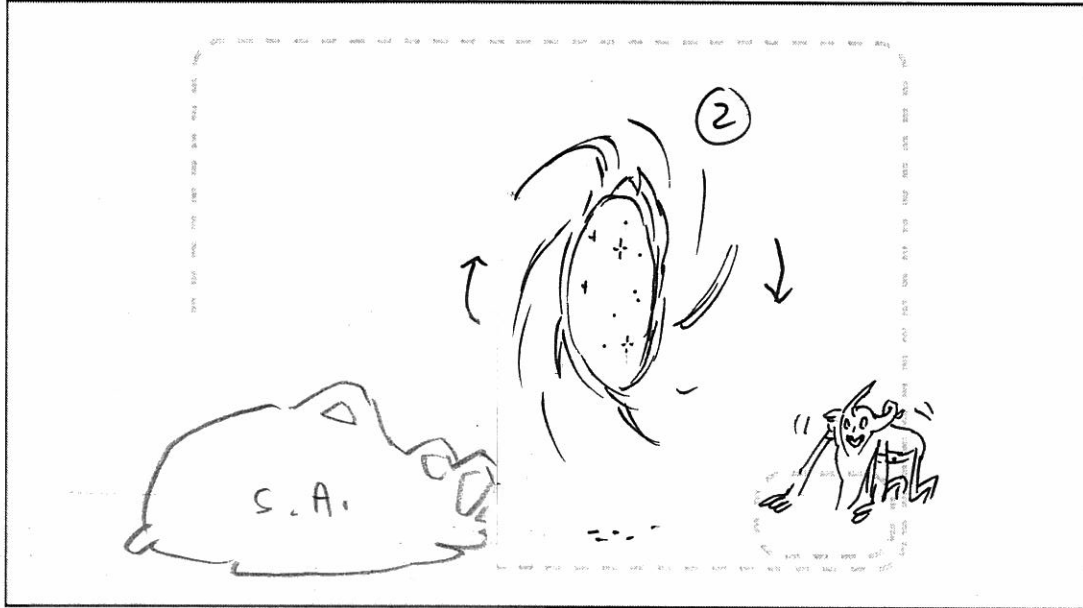
day night

Sc. 176

Pnl. A

Bg.

day night



Dialog:

(LICH:) a-ha... A ha ha HA...
(escalating)

(F:) u h h h...

(LICH:) AH-HA HA - HA HA HA.'

Action:

PORTAL EXPANDS

Timing:



EPISODE #

008104

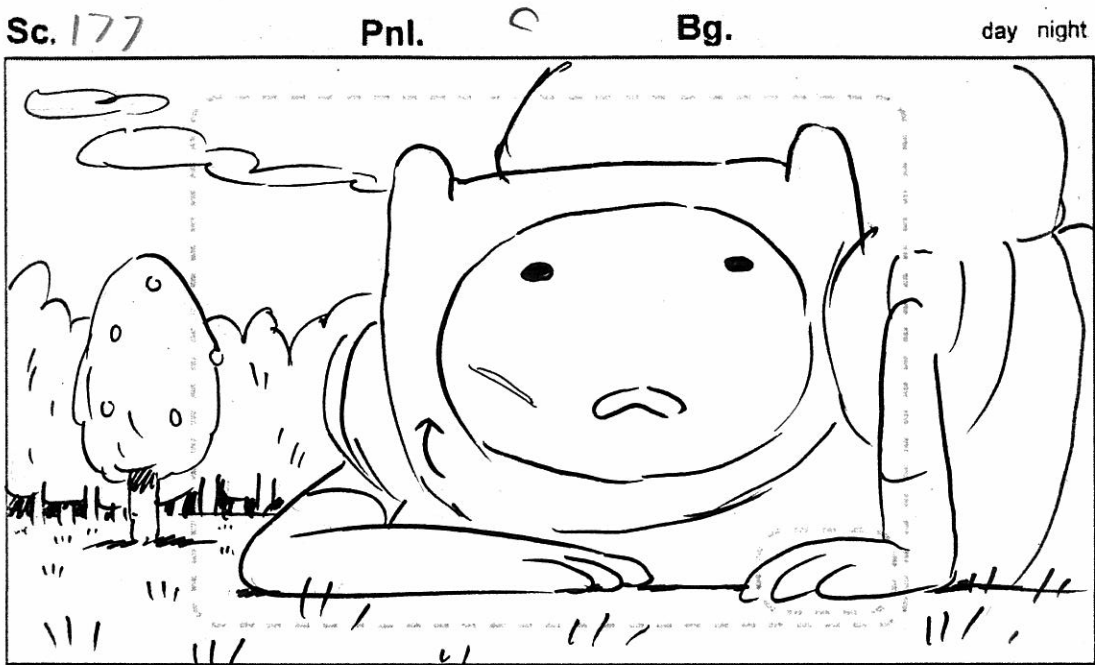
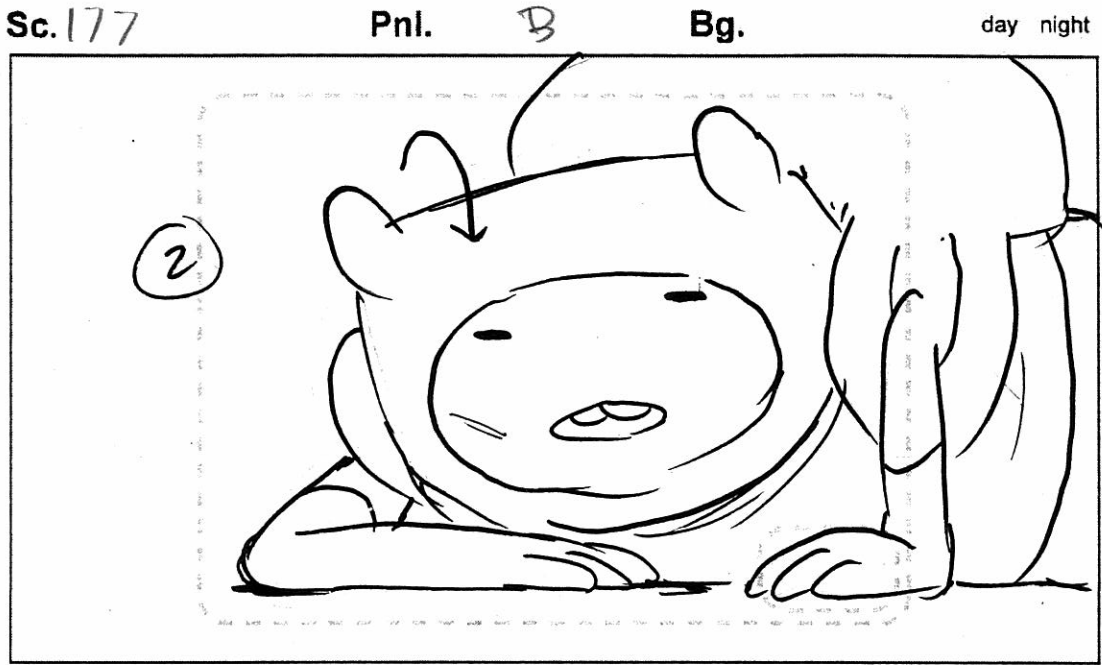
24

Production :

ADVENTURE TIME



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Dialog:	
Action:	BG dissolves back to Candy Kingdom
Timing:	

EPISODE #

Production :

008104

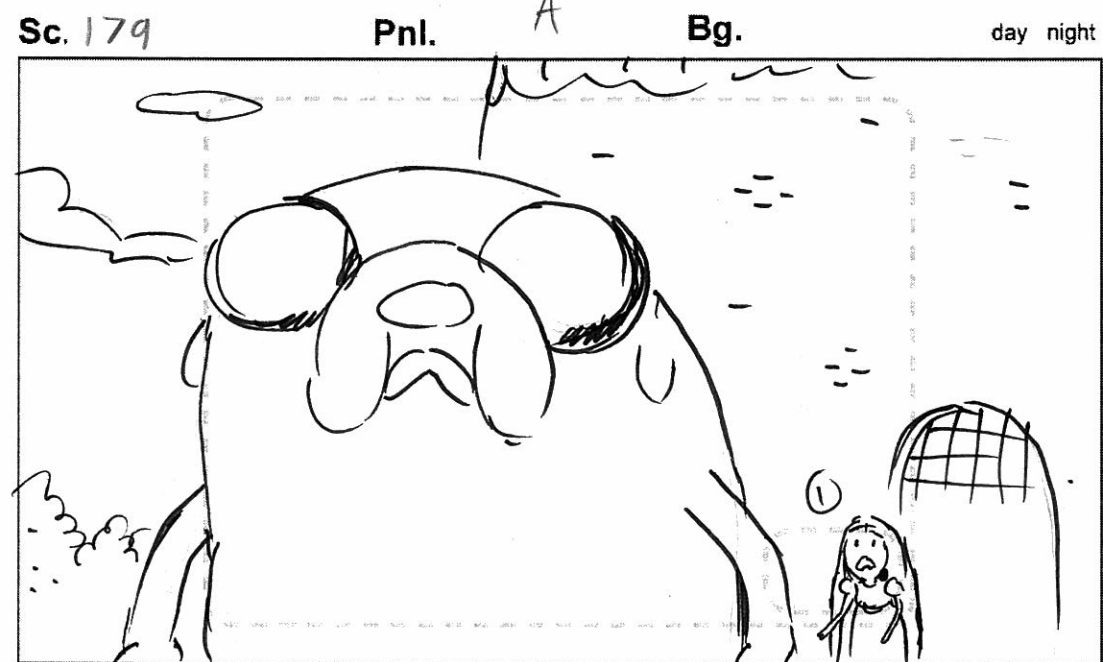
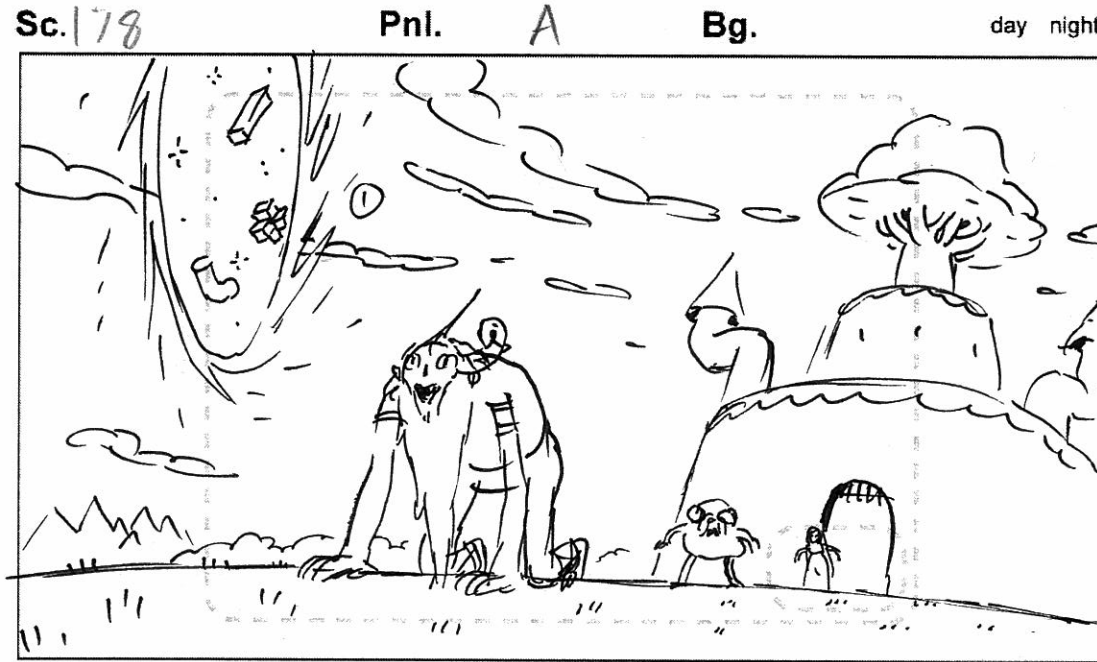
25

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ADVENTURE TIME



Page 236



Dialog:

(L:) Ahz hz hz

Action:

portal expands

Timing:



PB: (1) OH NO! FINN! (2) WHAT DID YOU DO?!



EPISODE #

Production :

008104

26

ADVENTURE TIME



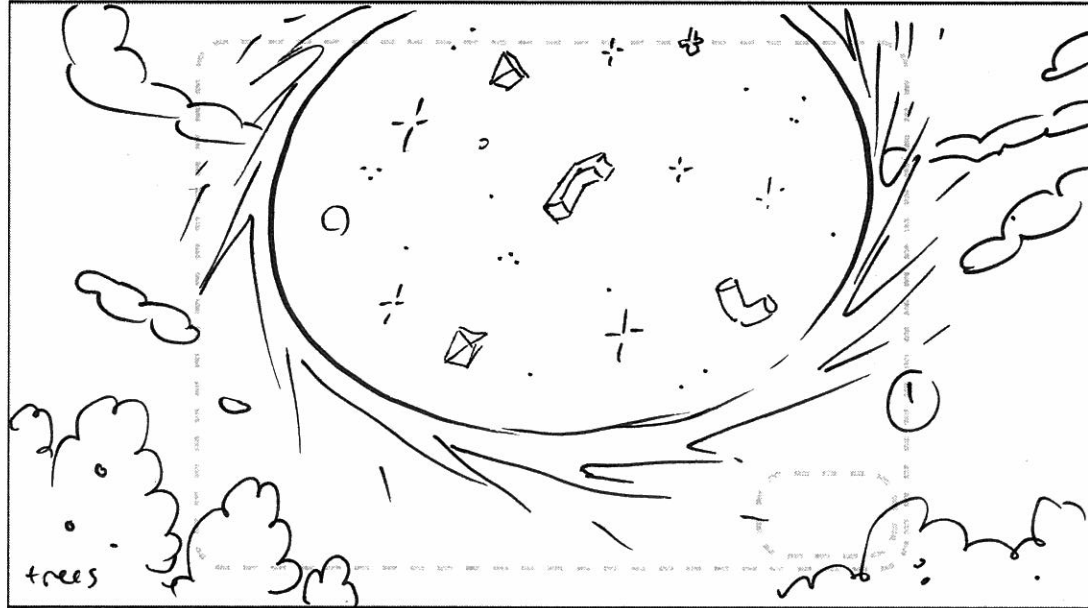
Page 237

Sc. 180

Pnl. A

Bg.

day night

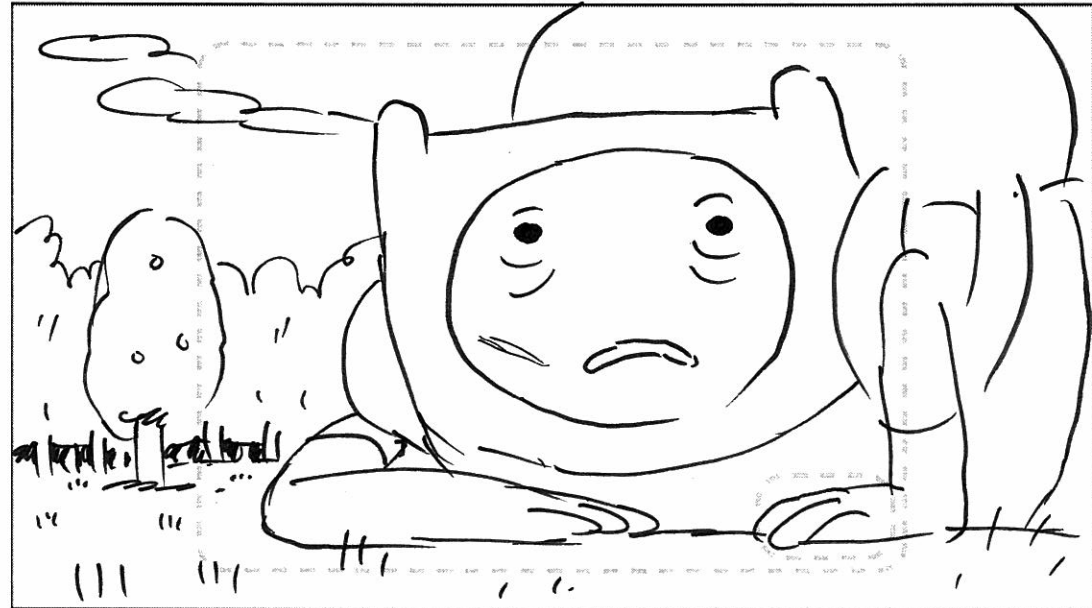


Sc. 181

Pnl. A

Bg.

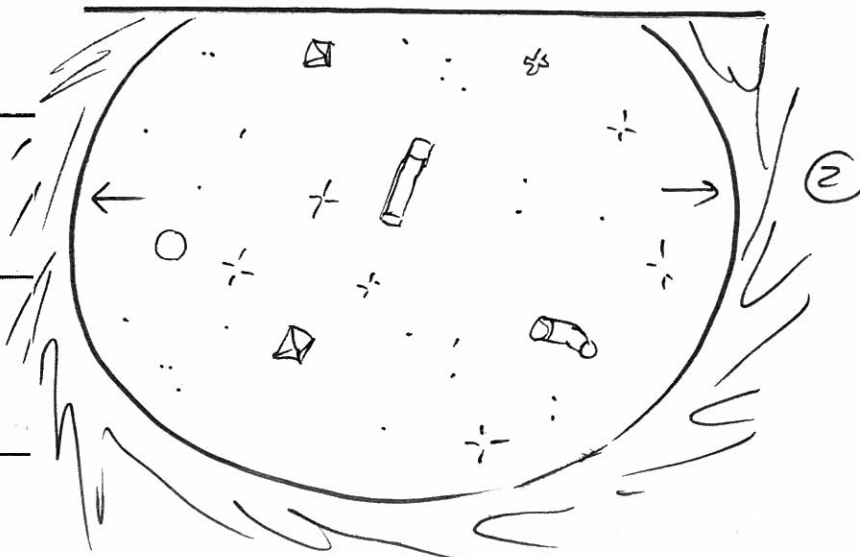
day night



Dialog: SFX: wah wah wah... (portal noises)

Action:

Timing:



(F:) wh- whu?

Finn blinks twice

EPISODE #

Production :

008104

27

ADVENTURE TIME



Page 238

Sc. 182

Pnl. A

Bg.

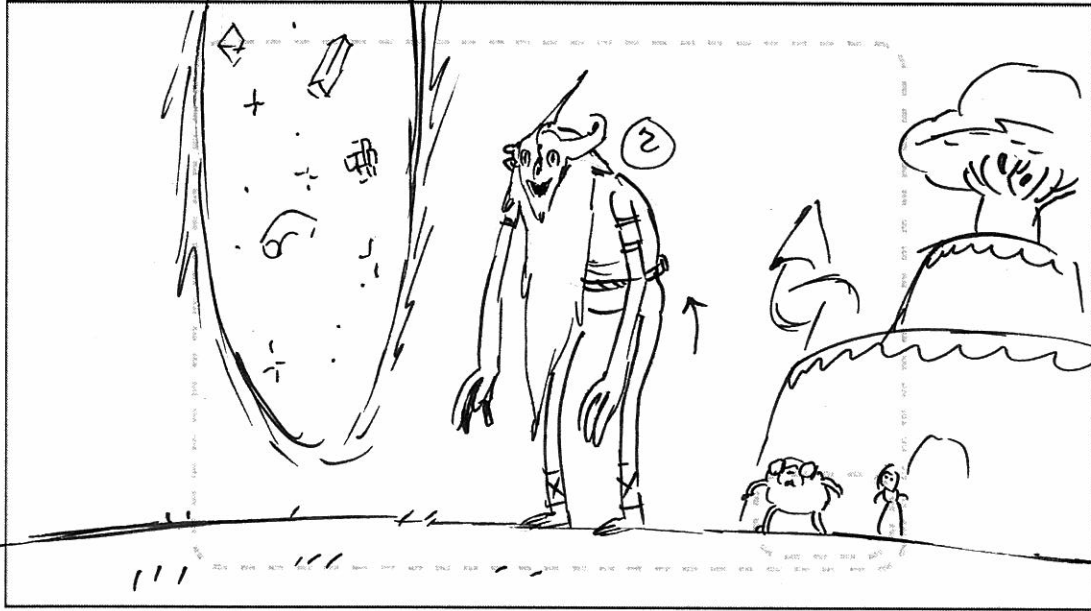
day night

Sc. 183

Pnl. A

Bg.

day night



Dialog:

(L:) A heh...

Action:

Timing:



EPISODE #

Production :

008104

28

ADVENTURE TIME



Page 239

Sc. 183

Pnl. B

Bg.

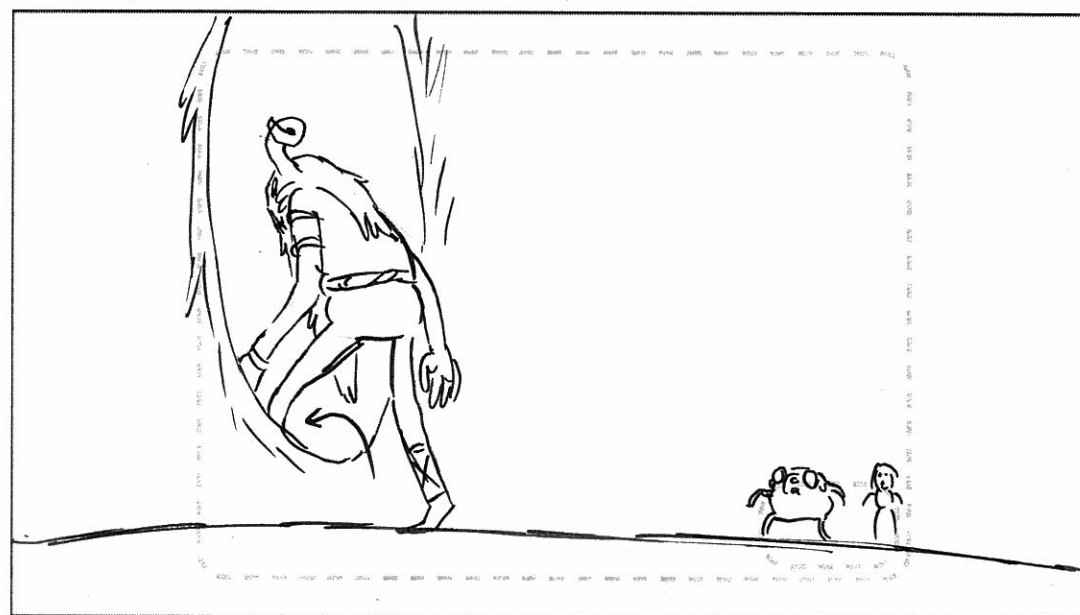
day night

Sc. 184

Pnl. A

Bg.

day night



Dialog:

(LICH:) Thanks Finn - I
couldn't have done it
without you -

Action:

Lich steps into portal

Timing:

Production :

EPISODE #

008104

ADVENTURE TIME



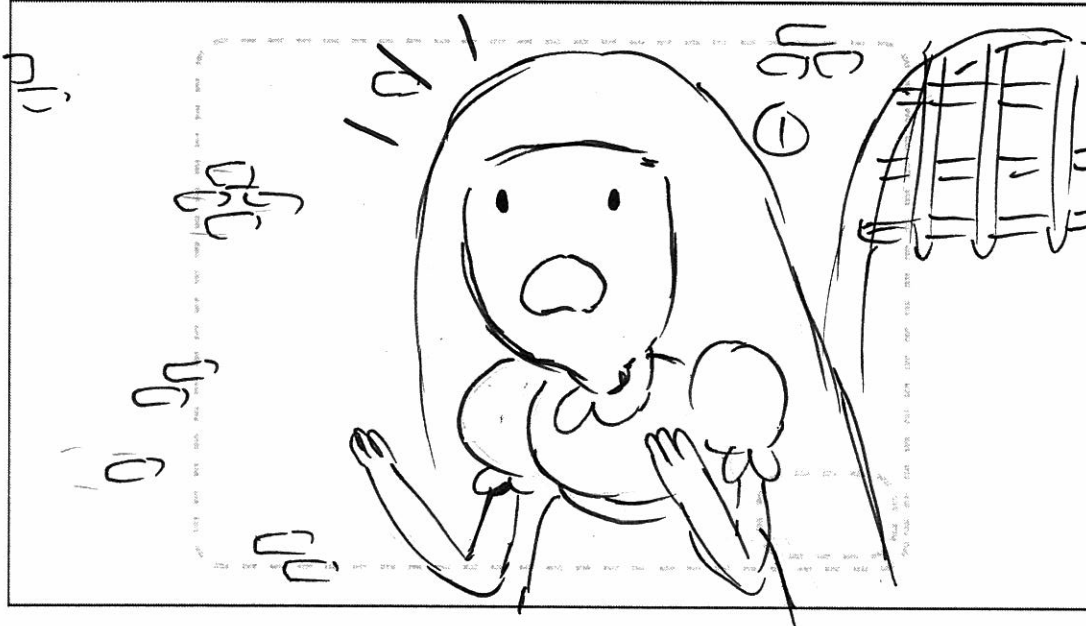
Page 240

Sc. 185

Pnl. A

Bg.

day night

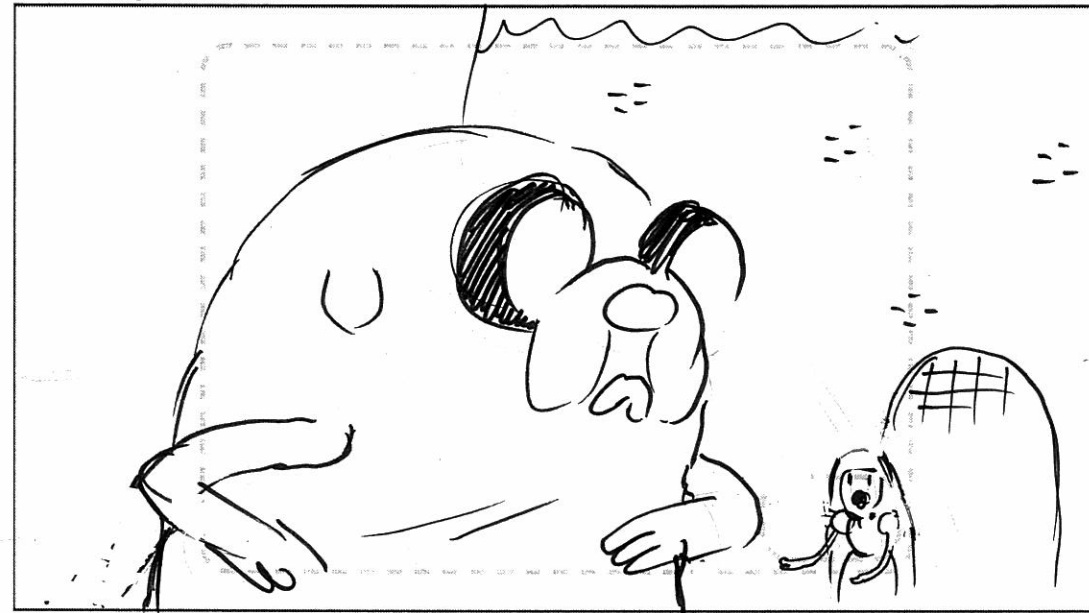


Sc. 185

Pnl. A

Bg.

day night



Dialog:

(P3) JAKE STOP HIM!



DON'T LET HIM THROUGH →

Action:

Timing:

EPISODE #

Production :

008104

30

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ADVENTURE TIME



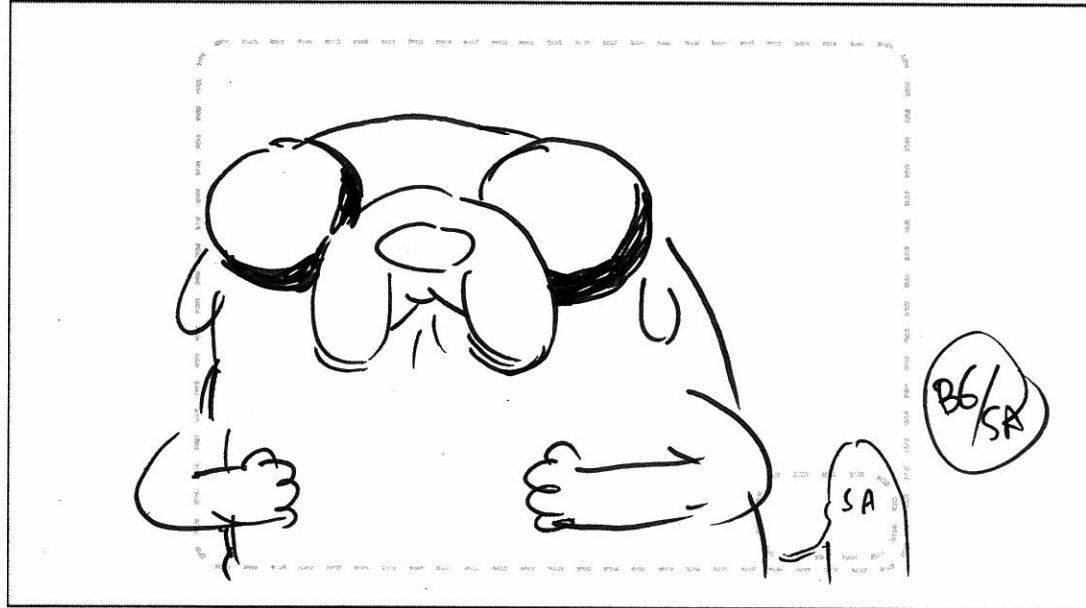
Page 241

Sc. 185

Pnl. B

Bg.

day night

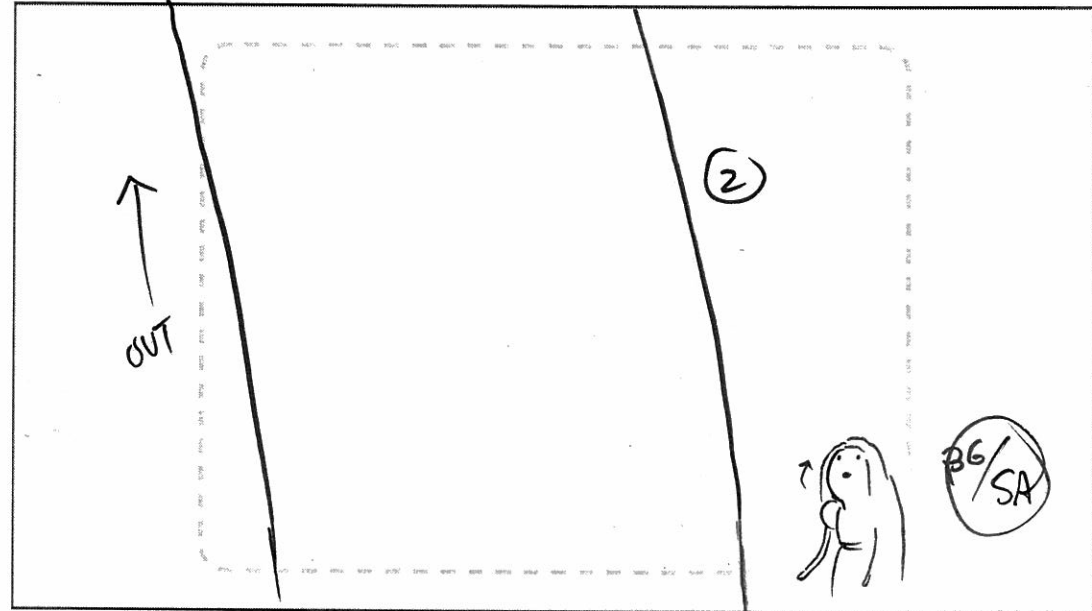


Sc. 185

Pnl. C

Bg.

day night



Dialog:

(PB) (cont.) THAT PORTAL

Action:

Timing:



SQUASH
DOWN
Before stretch

EPISODE #

008104

31

Production :

ADVENTURE TIME



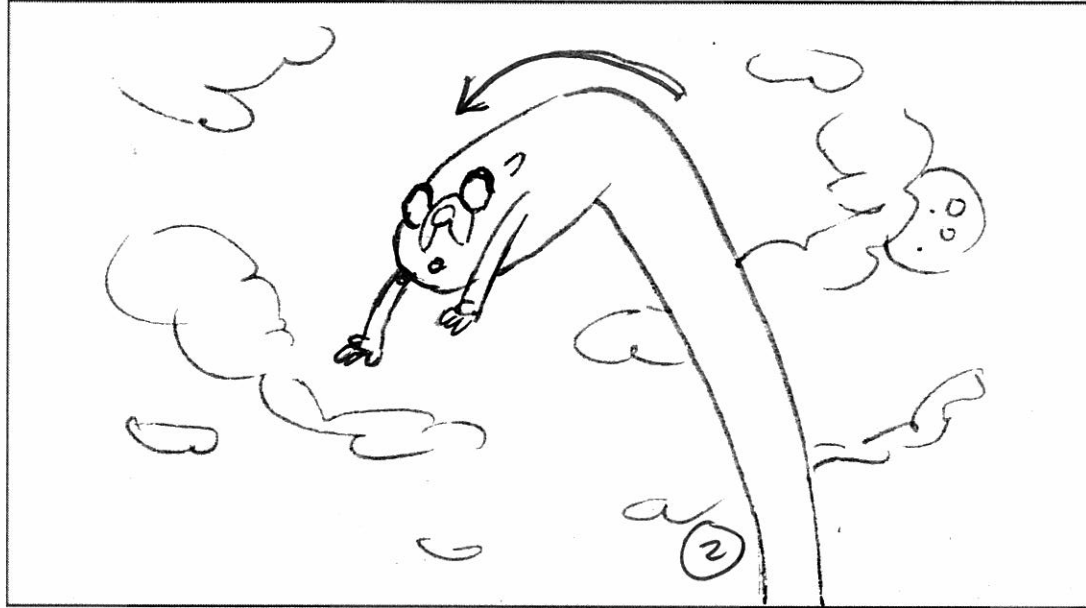
Page 242

Sc. 186

Pnl. A

Bg.

day night

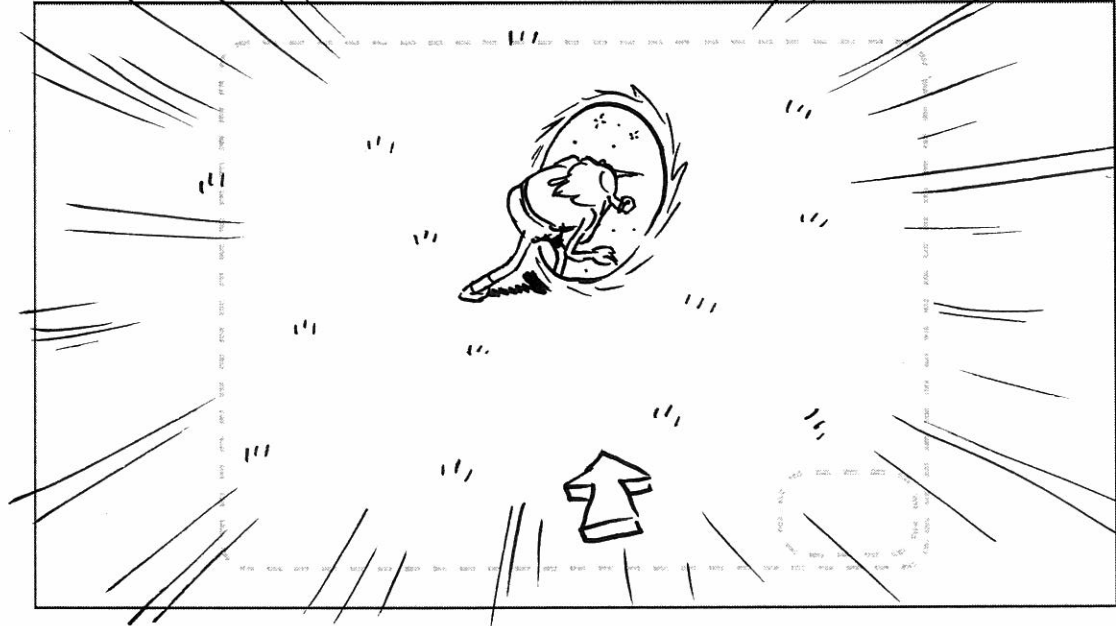


Sc. 187

Pnl. A

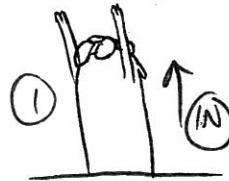
Bg.

day night



Dialog:

Action:



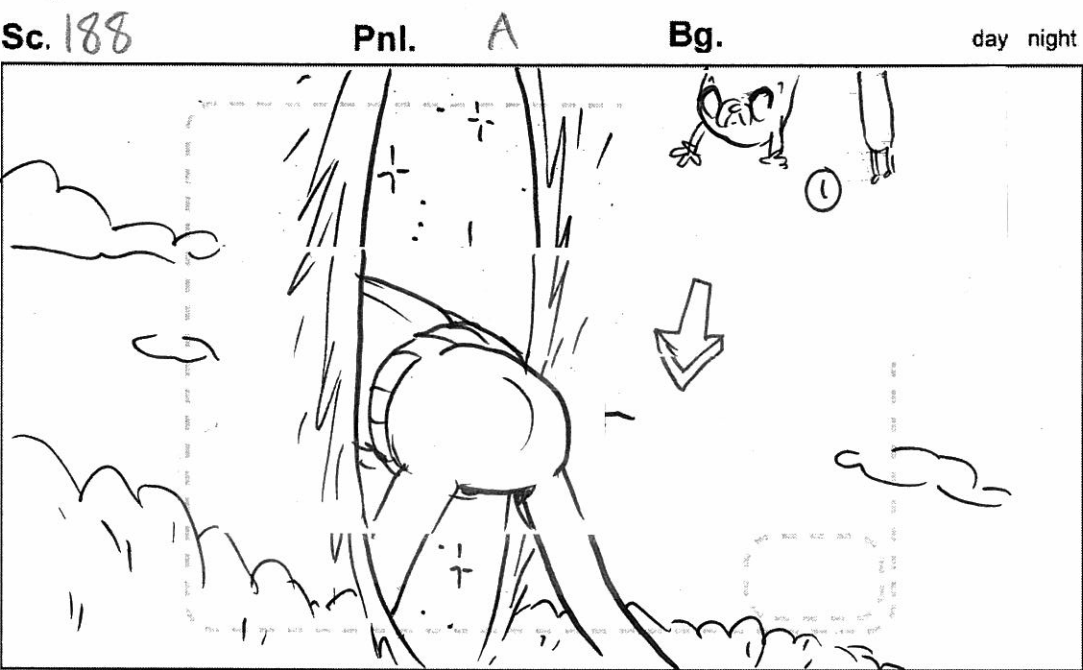
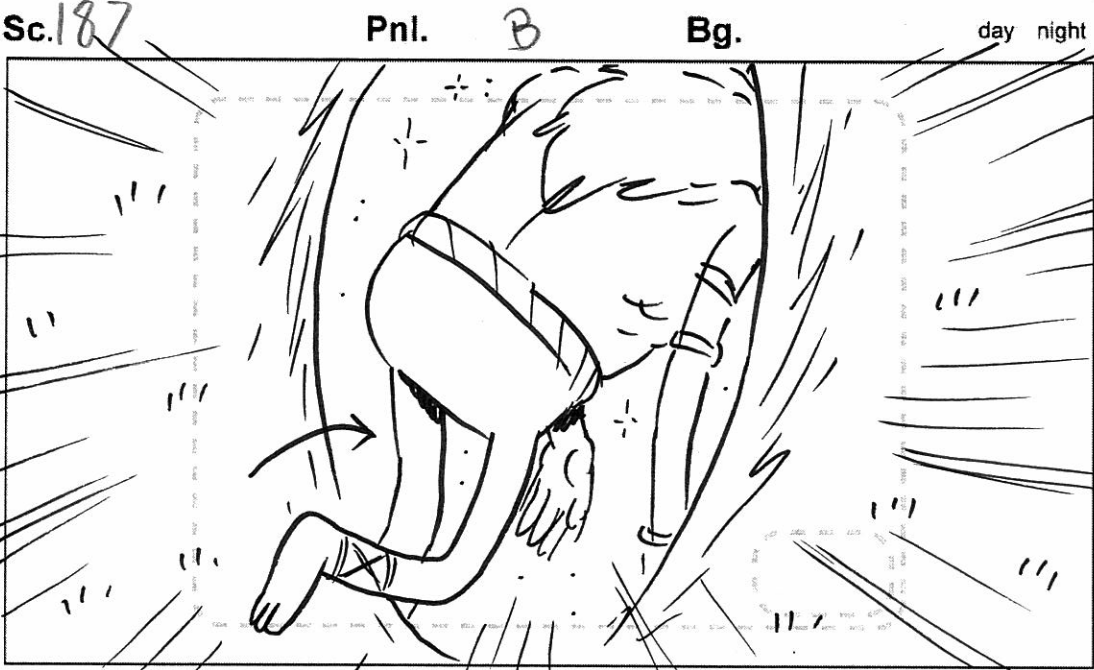
Timing:

008104

EPISODE #

Production :

ADVENTURE TIME



Dialog:

Action: Jake legs go up a little slower than head comes down

Timing:

EPISODE #

008104

ADVENTURE TIME



Page 244

Sc. 188

Pnl. B

Bg.

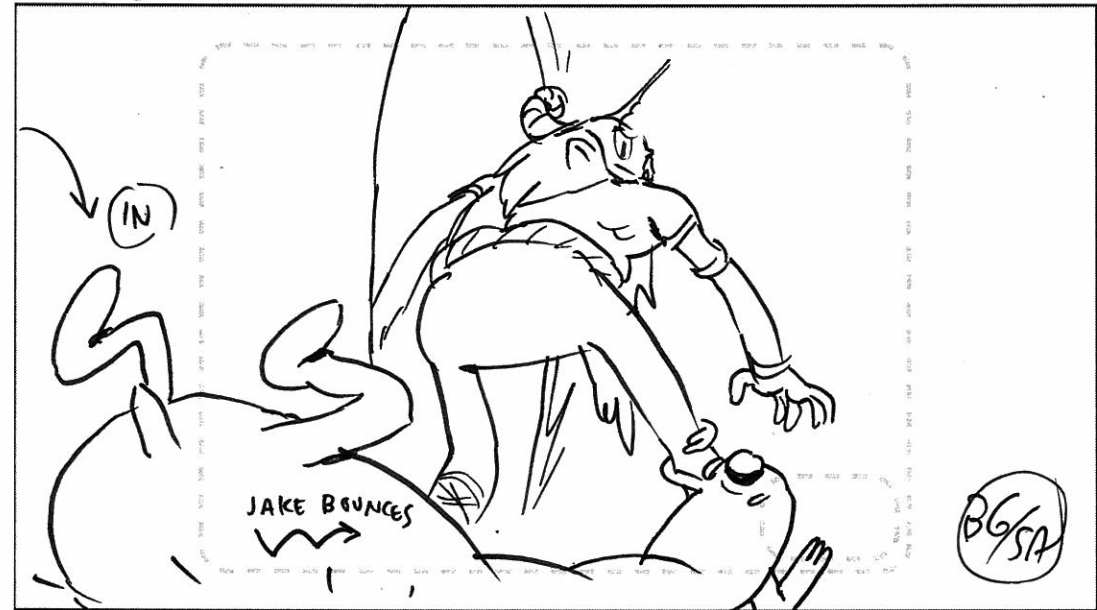
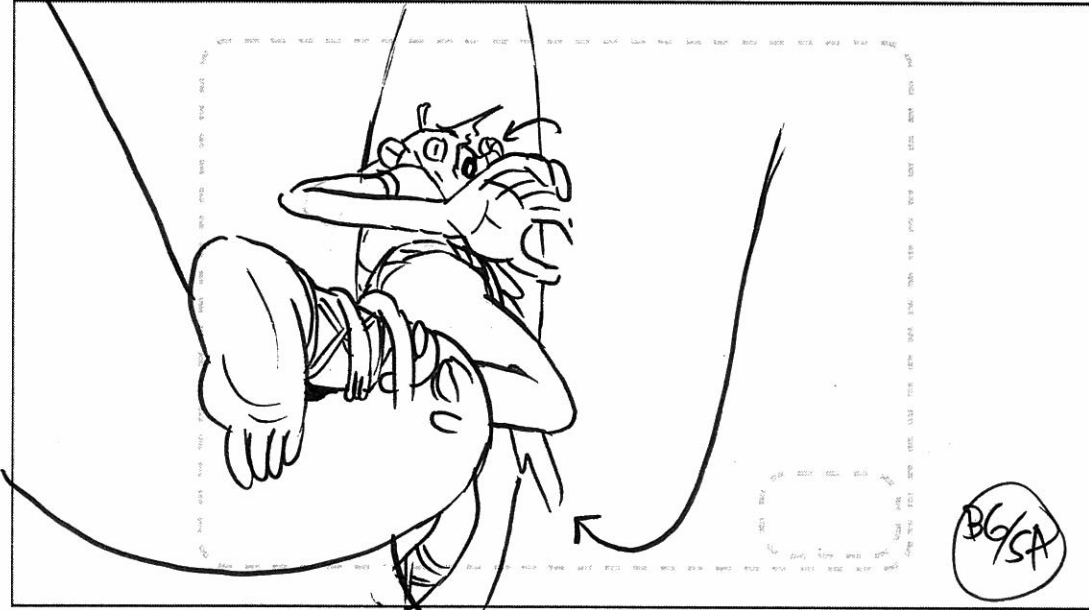
day night

Sc. 188

Pnl. C

Bg.

day night



Dialog:

(J:) urf

(LICH:) GRRR

(SFX:) WHAM (JAKE HITS GROUND)

Action:

Timing:

EPISODE #

Production :

008104

34

ADVENTURE TIME



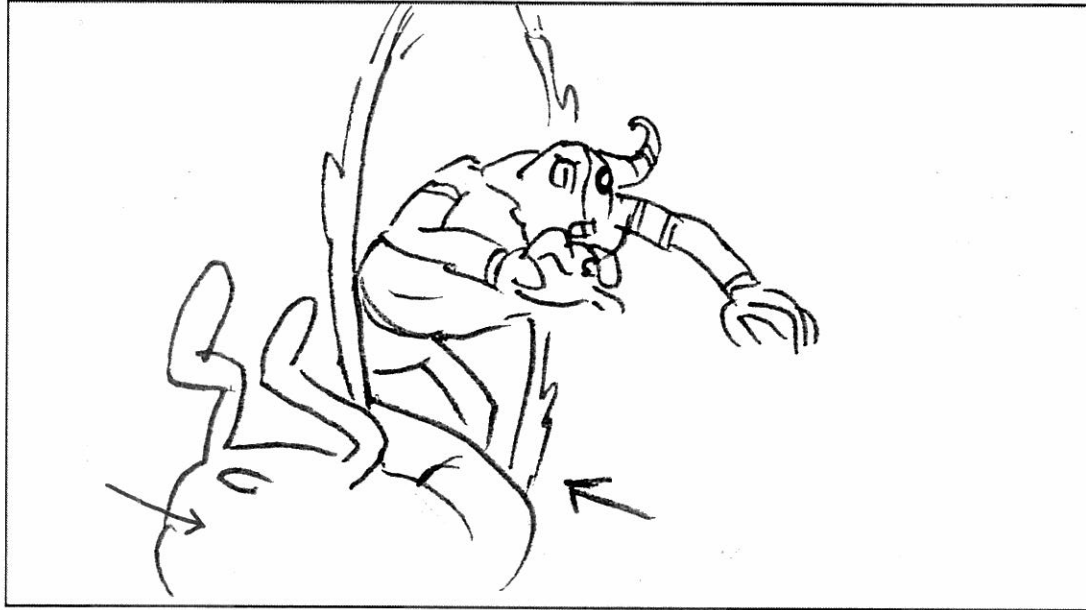
Page 245

Sc. 188

Pnl. D

Bg.

day night



Sc. 188

Pnl. E

Bg.

day night



Dialog:

(LICH:) GET OFF!!

Action:

Lich rears back to kick

Lich kicks Jake off, but Jake hangs on

Timing:

EPISODE #

008104

35

Production :

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ADVENTURE TIME



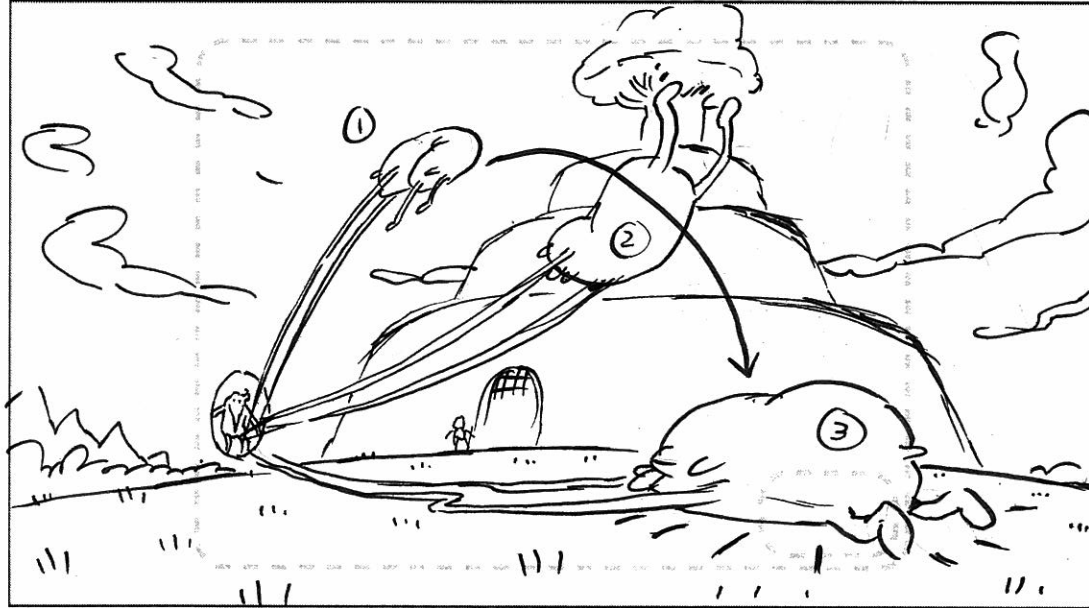
Page 246

Sc. 189

Pnl. A

Bg.

day night

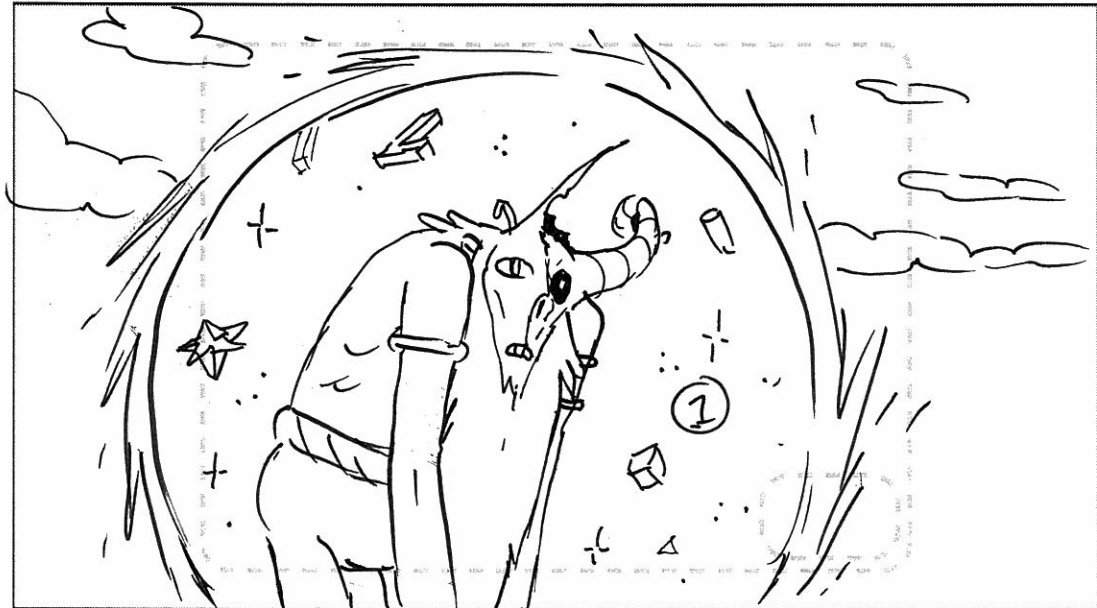


Sc. 190

Pnl. A

Bg.

day night



Dialog:

(J:) sof.!

(L:) Grrr...

Action:

Timing:



EPISODE #

Production :

008104

36

ADVENTURE TIME



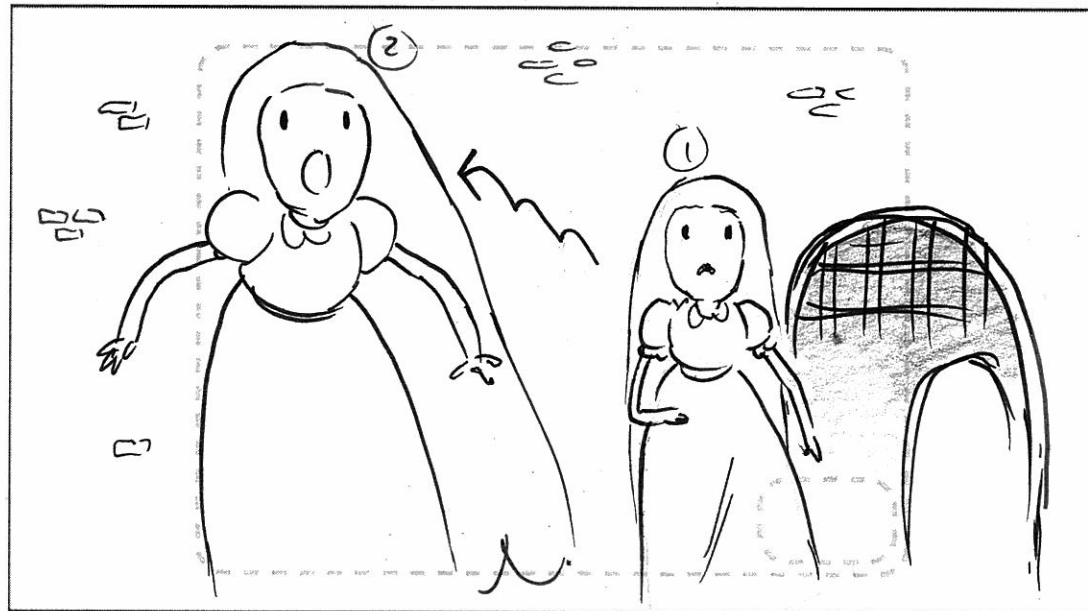
Page 247

Sc. 191

Pnl. A

Bg.

day night

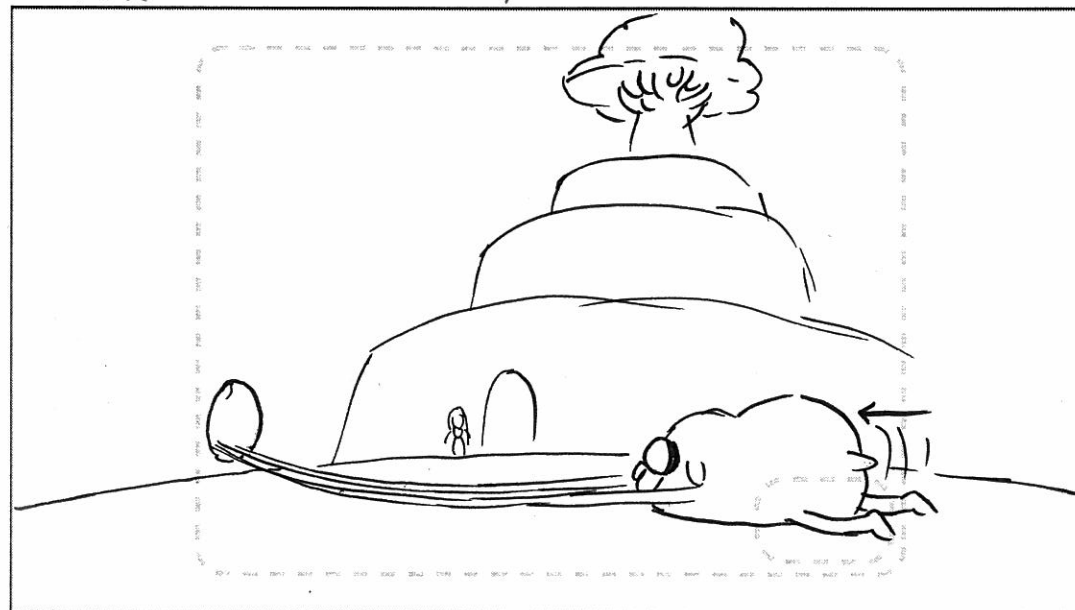


Sc. 192

Pnl. A

Bg.

day night



Dialog:

(PB) HANG ON JAKE!

(J) uhh...

Action:

Timing:

Production :

EPISODE #

008104

37

ADVENTURE TIME



Sc. 192

Pnl. B

Bg.

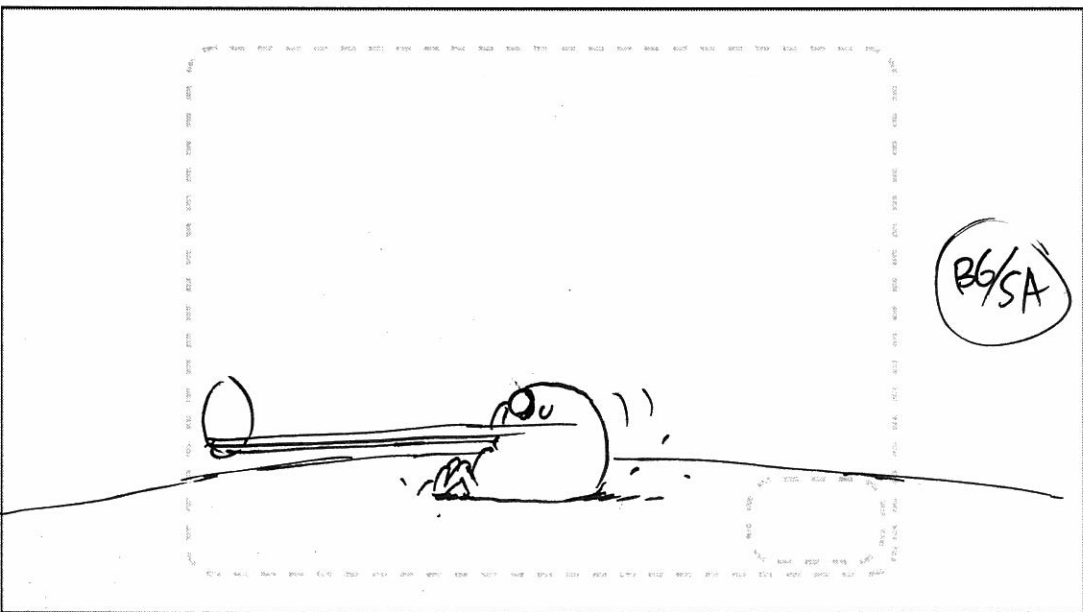
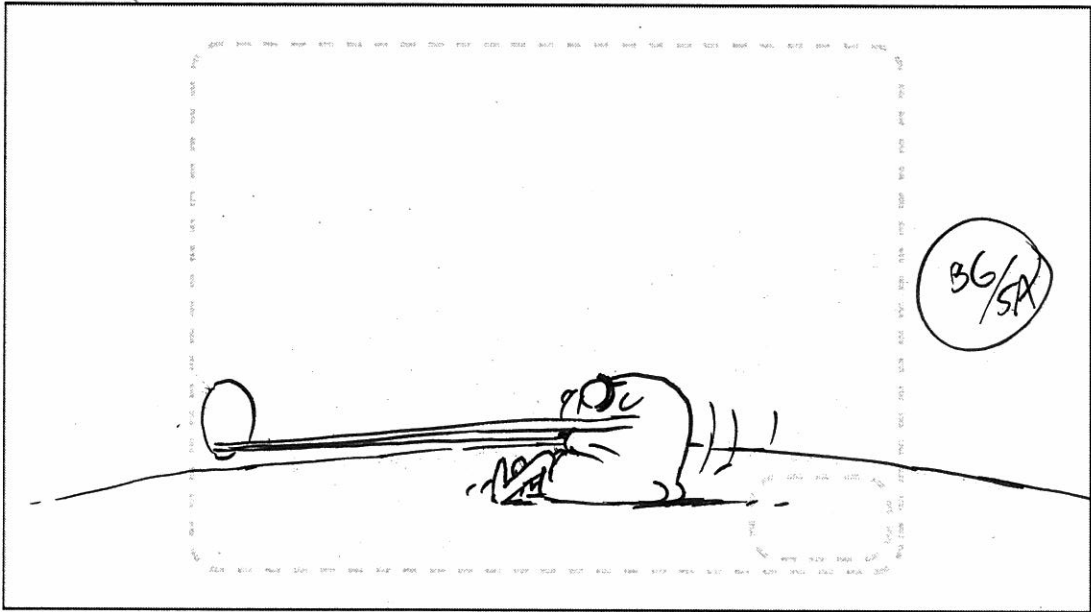
day night

Sc. 192

Pnl. C

Bg.

day night



Dialog:

(J:)

rrr...

(J:)

uh.. uh-oh...

Action:

Jake gets slowly pulled towards portal

Timing:

EPISODE #

38

008104

Production :

ADVENTURE TIME



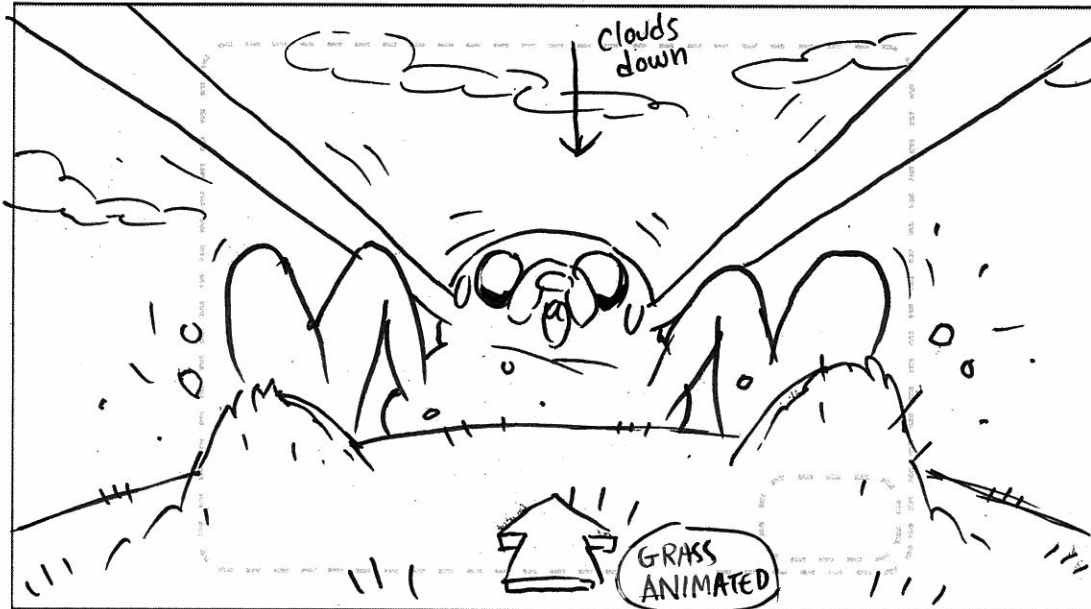
Page 249

Sc. 193

Pnl. A

Bg.

day night

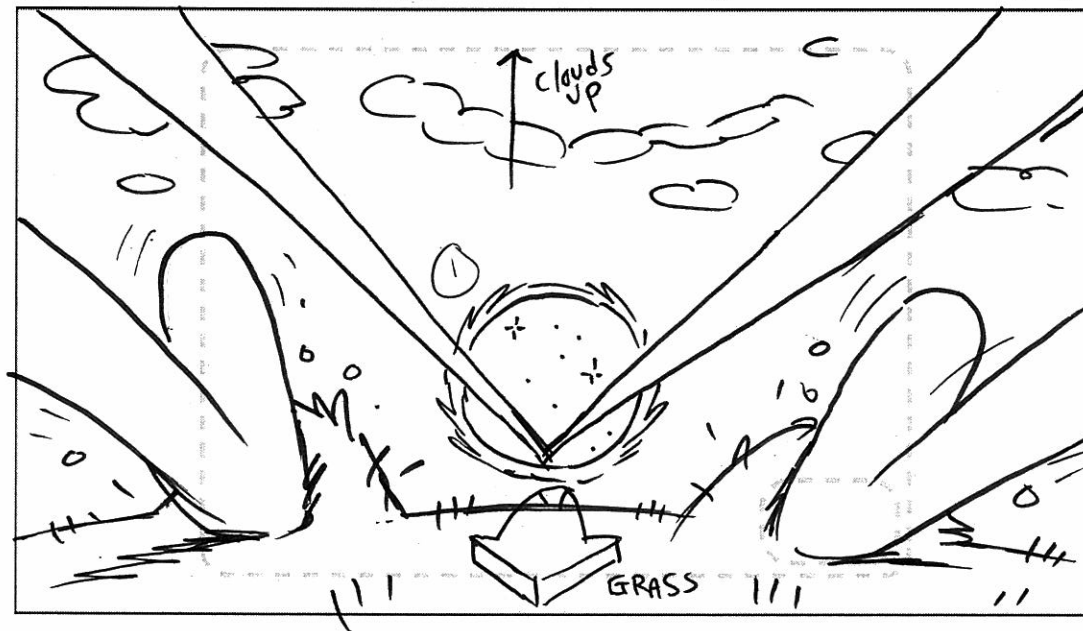


Sc. 194

Pnl. A

Bg.

day night



Dialog:

(J) WHAT NOW PRINCESS?!

(J) yiiiye

Action:

Jake starts going
a little faster

Timing:



Production :

EPISODE #

008104

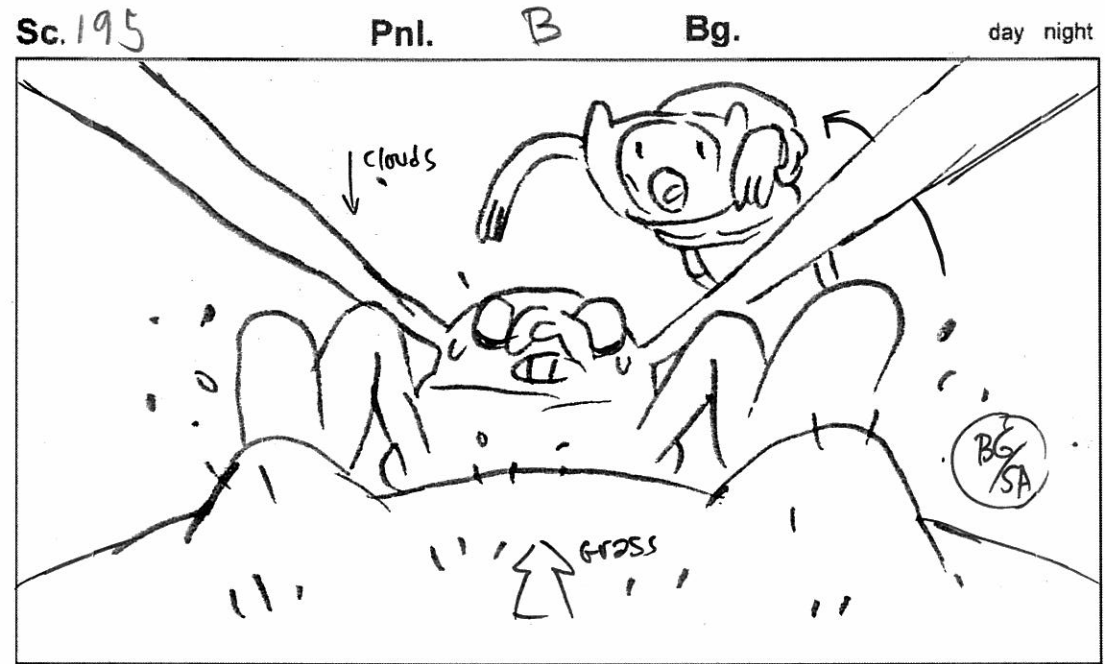
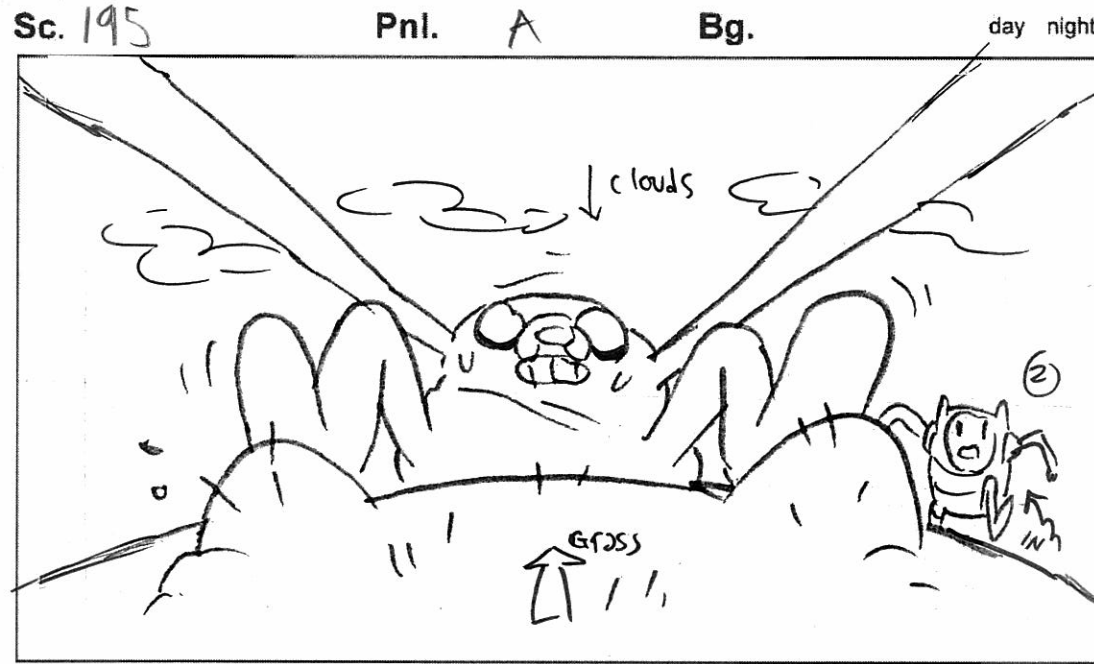
39

ADVENTURE TIME



Next page is 260

Page 250



Dialog:	<p>(J:) ahh...</p> <p>(FINN:) HOLD ON JAKE!</p>	<p>(F:) YAAA!</p>
Action:		
Timing:		

EPISODE #

008104

40

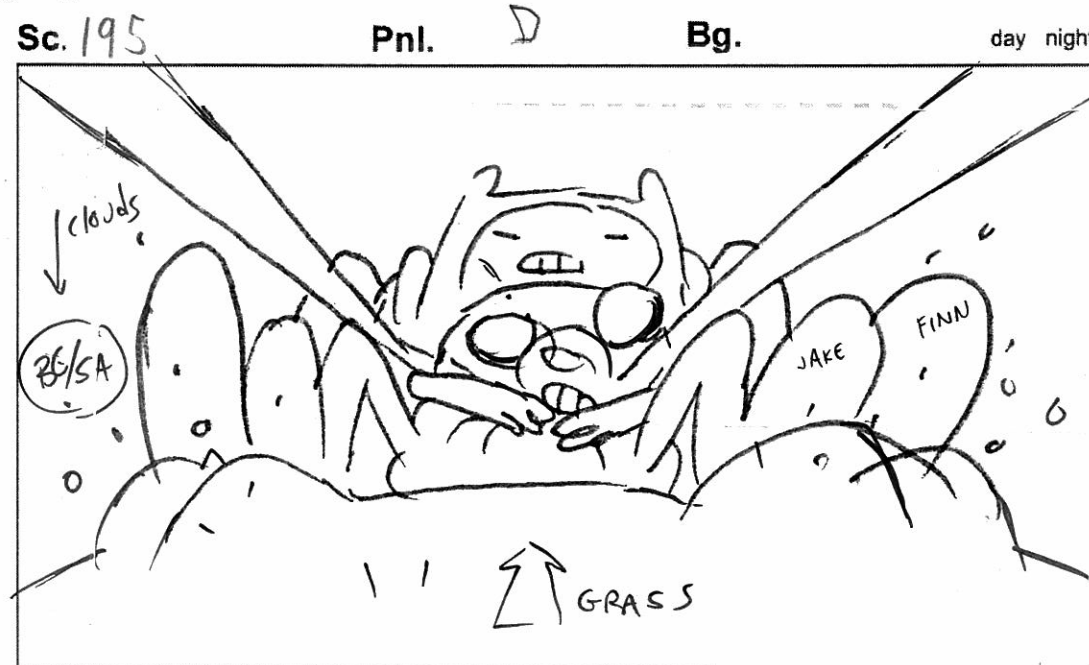
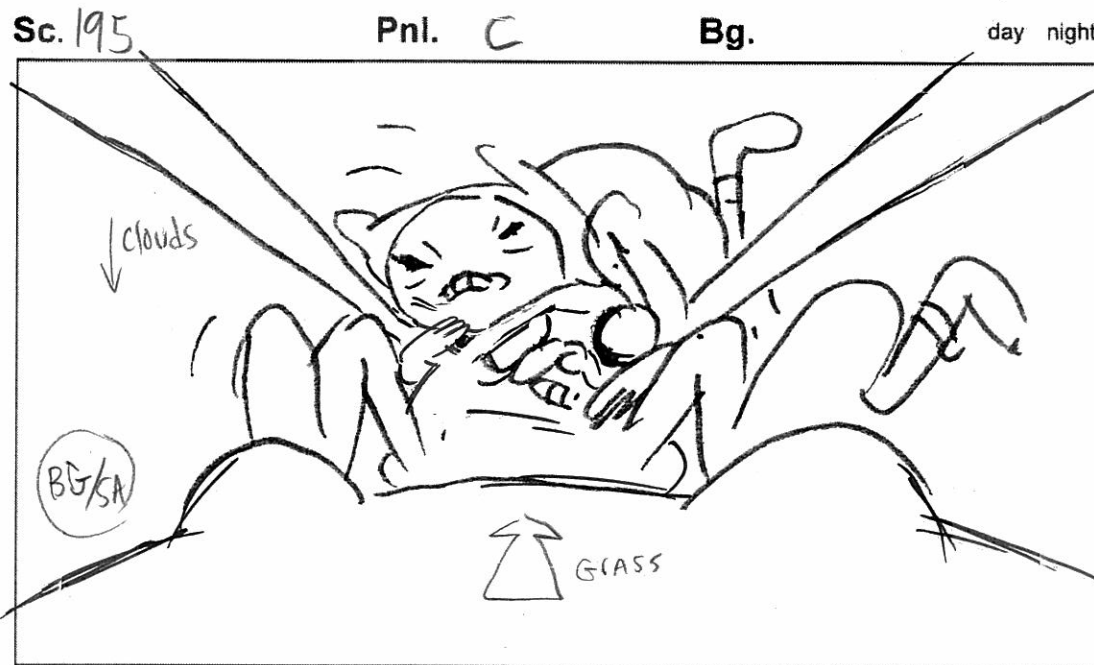
Production :

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ADVENTURE TIME



Page 260



Dialog:

(F+J): oooff-ugh

(F+J): GRRRRR!!

Action:

Finn digs heels into ground to help Jake

Timing:

Production :

EPISODE #

008104

41

ADVENTURE TIME



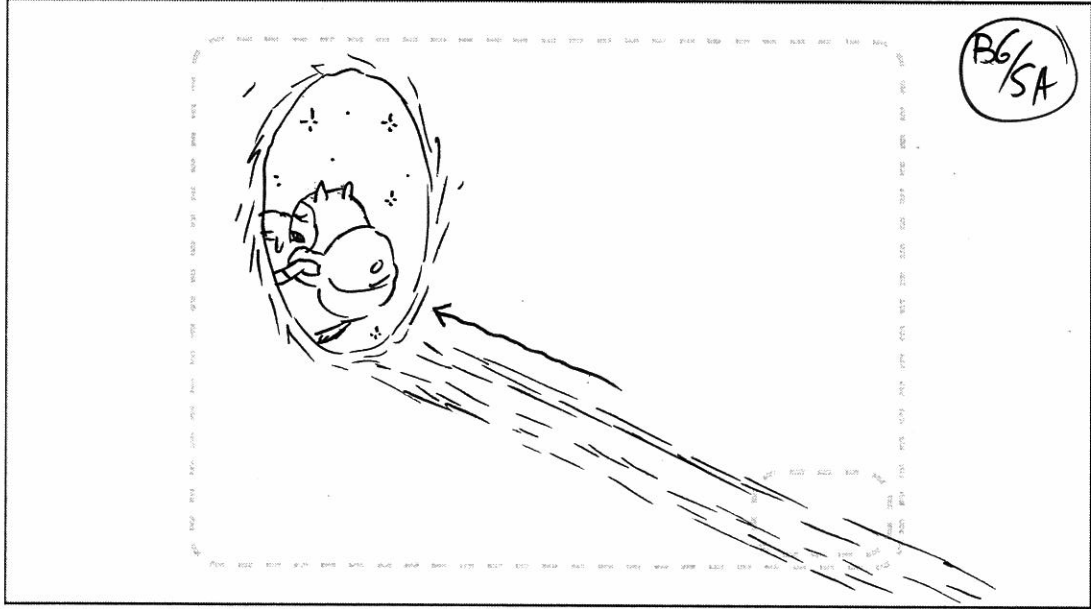
Sc. 196

Pnl.

C

Bg.

day night



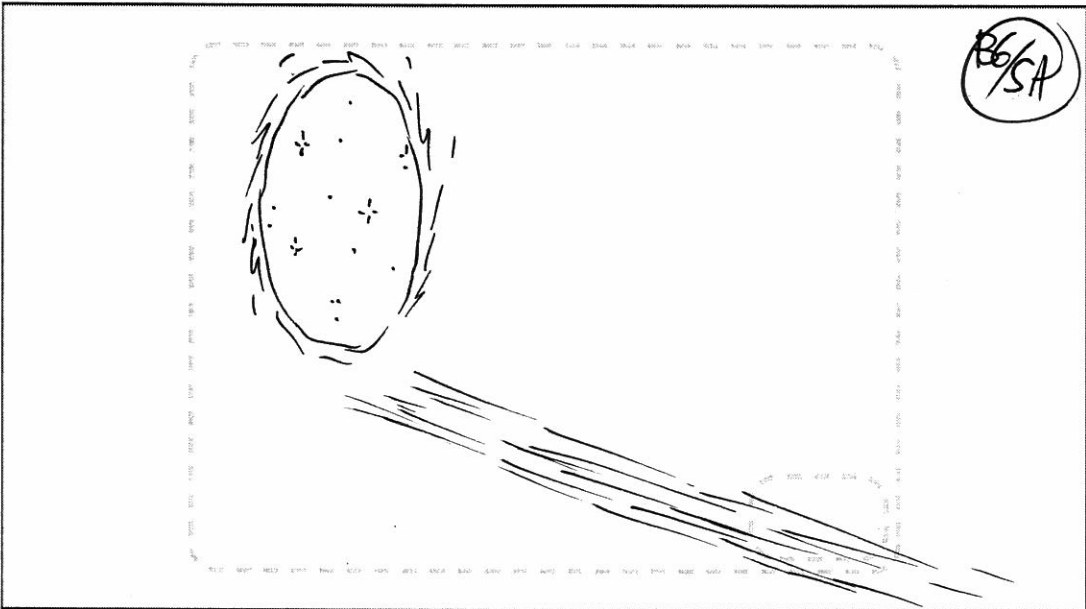
Sc. 196

Pnl.

D

Bg.

day night



Dialog:

→ rrrrrr —————→ rrrrrr... (fades out)

Action:

Timing:

EPISODE #

008104

43

Production :

ADVENTURE TIME



Sc. 196

Pnl. E

Bg.

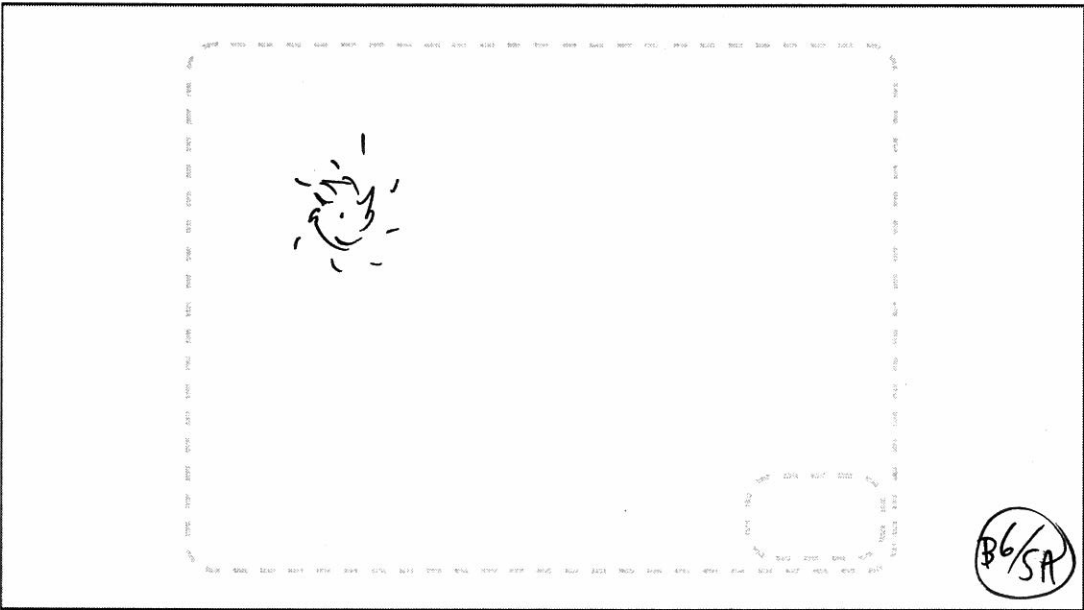
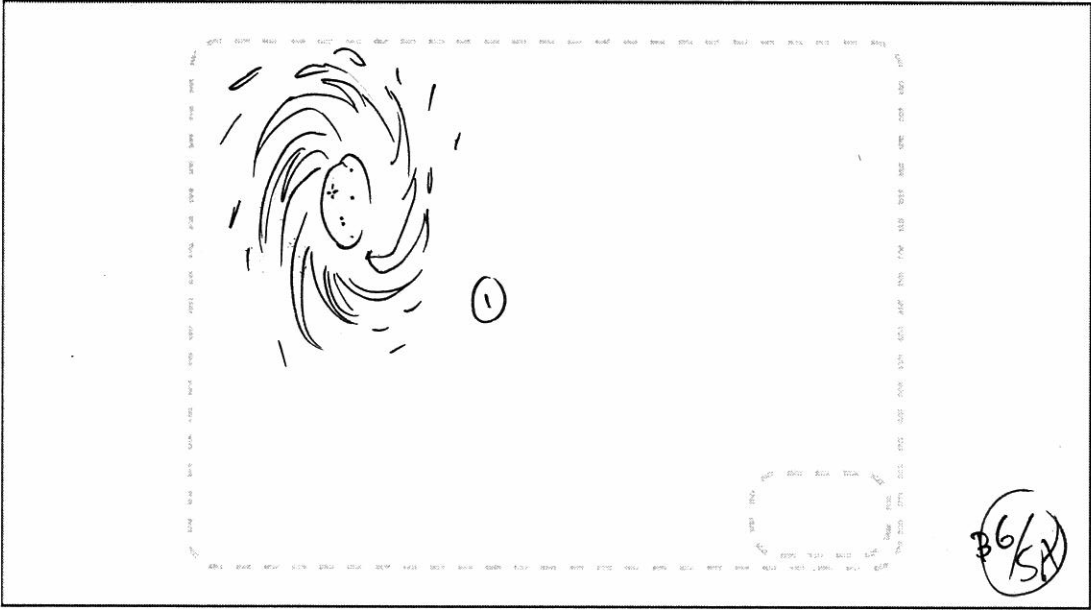
day night

Sc. 196

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:



EPISODE #

Production :

008104

44

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ADVENTURE TIME



Page 264

Sc. 196

Pnl.

G

Bg.

day night

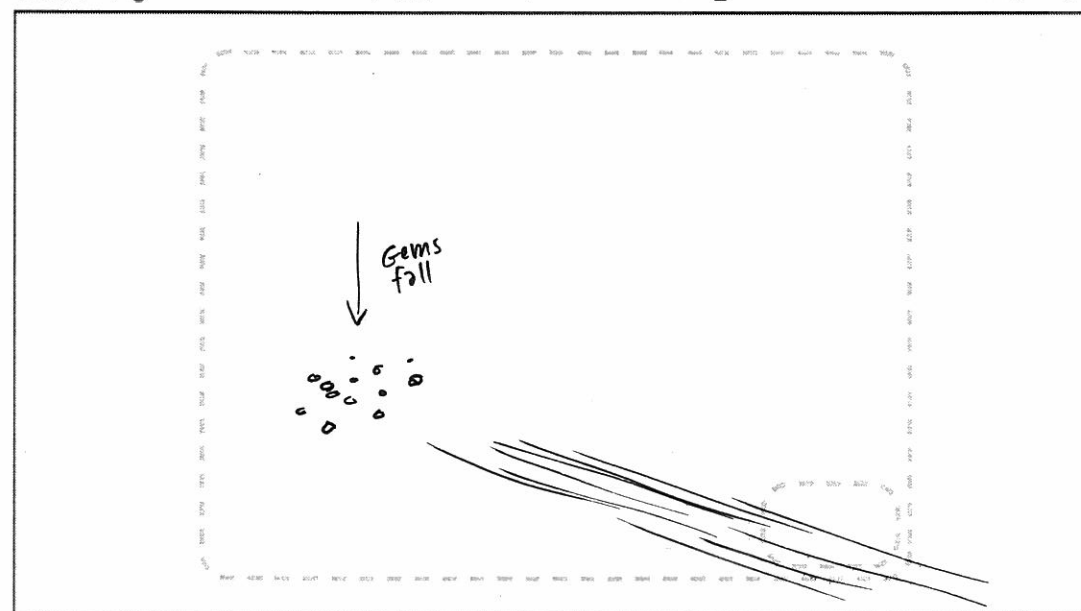
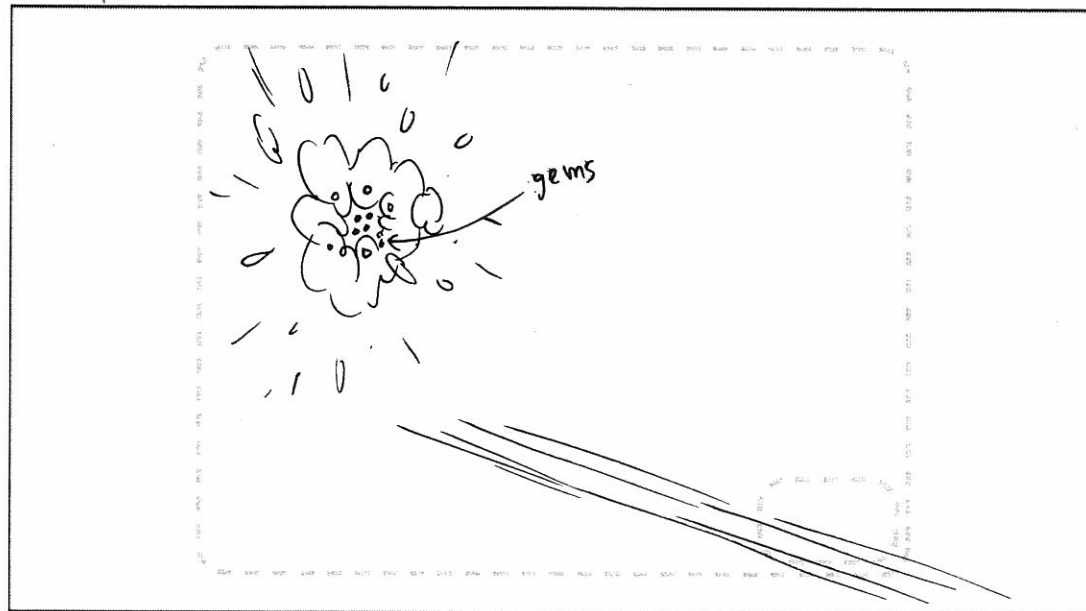
Sc. 196

Pnl.

H

Bg.

day night



Dialog:

Action:

portal explodes, leaving behind
gems(?)

Timing:

Production :

EPISODE #

008104

45

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div><p>FADE TO BLACK</p></div> <div><p>FADE IN FROM BLACK</p></div>									

Dialog:	Sfx: flute music
Action:	
Timing:	

EPISODE #

Production :

46
008104

ADVENTURE TIME



Page 266

Sc. 197

Pnl. A

Bg.

day night



Sc. 198

Pnl. A

Bg.

day night



Dialog:

SFX: ♪ flute music ♪

Flute music

Action:

Timing:



Finn's fingers wiggle with notes through scene

EPISODE #

008104

47

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ADVENTURE TIME



Page 267

Sc. 198

Pnl. B

Bg.

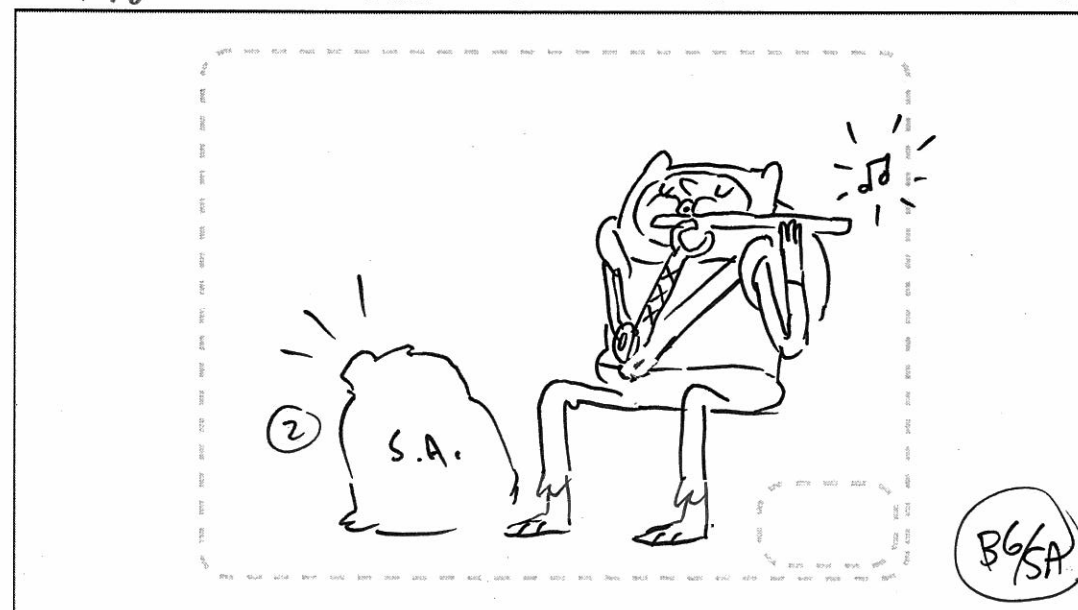
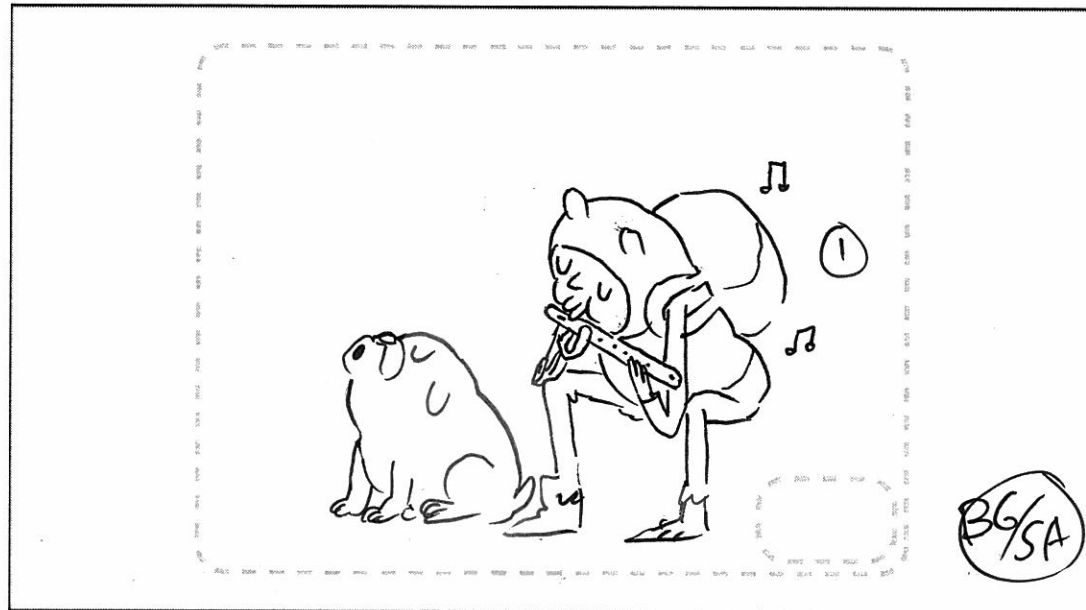
day night

Sc. 198

Pnl. C

Bg.

day night



Dialog:

(J:) Awooooo!!
(Real dog sounds) Awo-wooo!!

SFX: Flute

Action:

Timing:



SFX: Finn hits a loud sustained note

(JAKE:) Bark gets louder to match flute.

Jake rears down before letting out louder howl.



EPISODE #

Production :

008104

48

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ADVENTURE TIME



Sc. 198

Pnl. D

Bg.

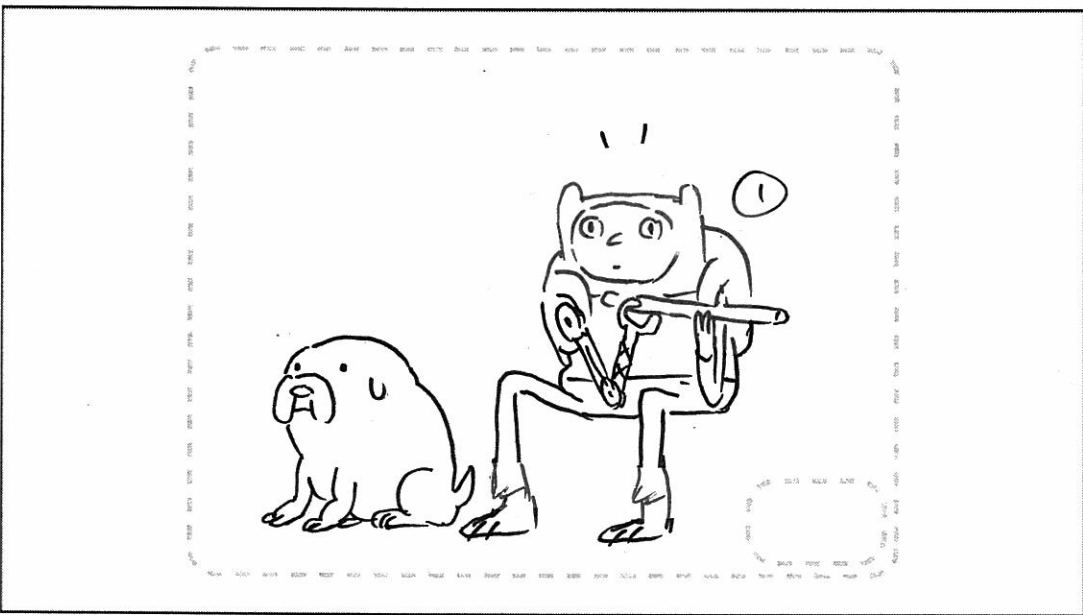
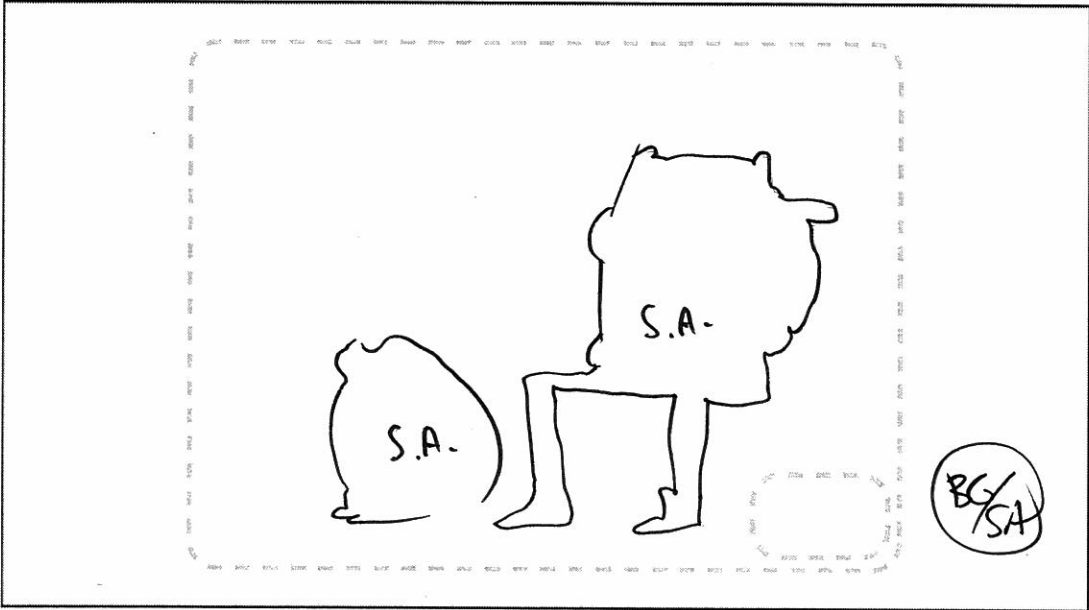
day night

Sc. 198

Pnl. E

Bg.

day night



Dialog:

FINN'S MOM: O.S. FINN!!

Action:

Timing:



EPISODE #

Production :

008104

49

ADVENTURE TIME



Page 269

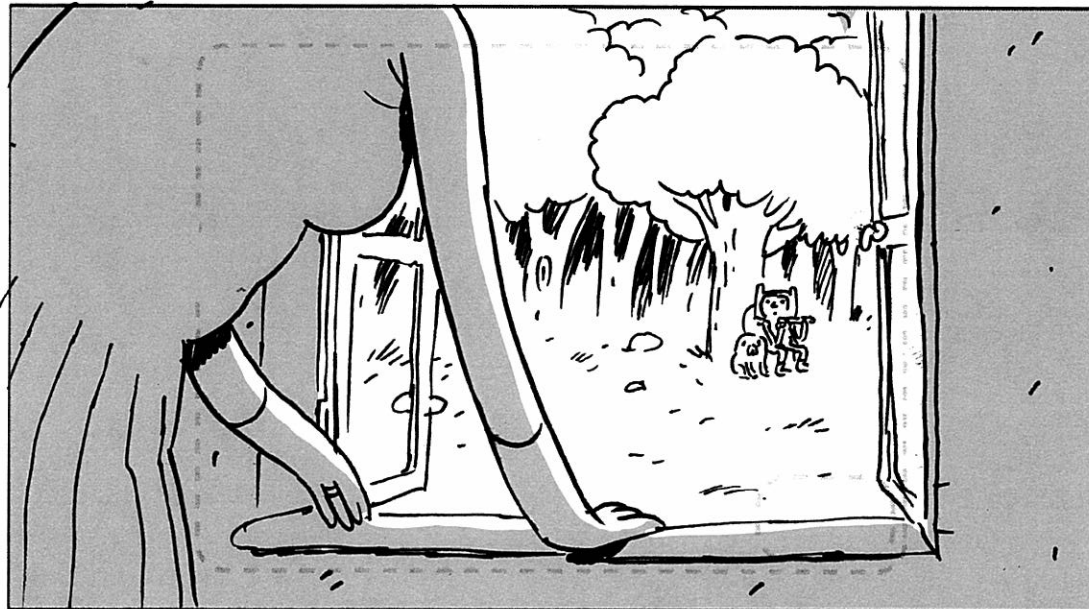
Sc. 199

Pnl.

A

Bg.

day night



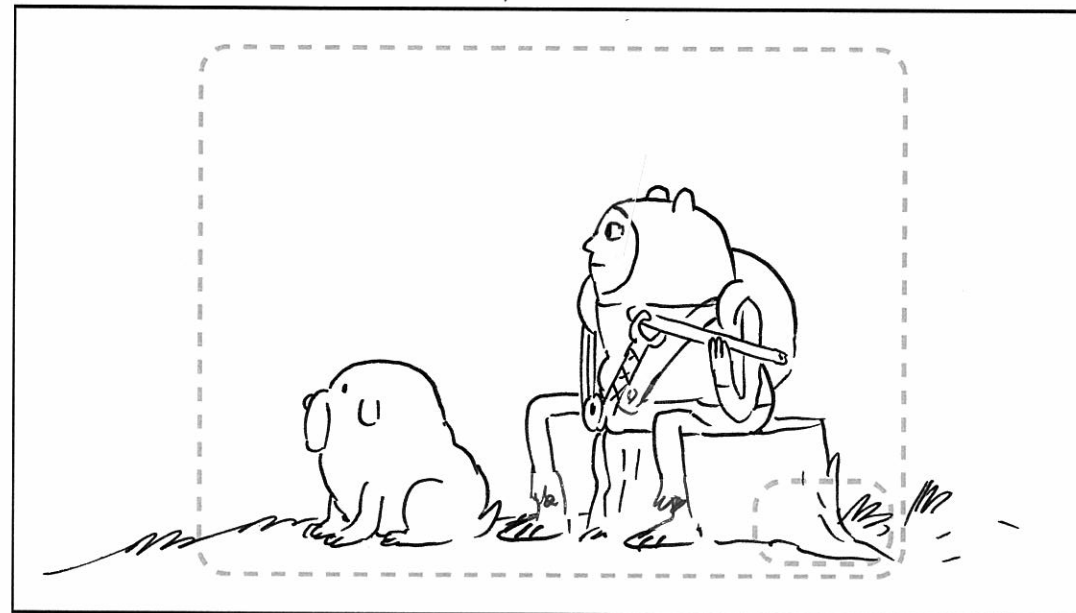
Sc. 200

Pnl.

A

Bg.

day night



Dialog:

MOM: (agitated + upset)
Finn will you come
in here please -

Action:

MOM O.S.

Hurry- it's very
important -

Timing:

Production :

EPISODE #

008104

50

ADVENTURE TIME



Page 270

Sc. 200

Pnl. B

Bg.

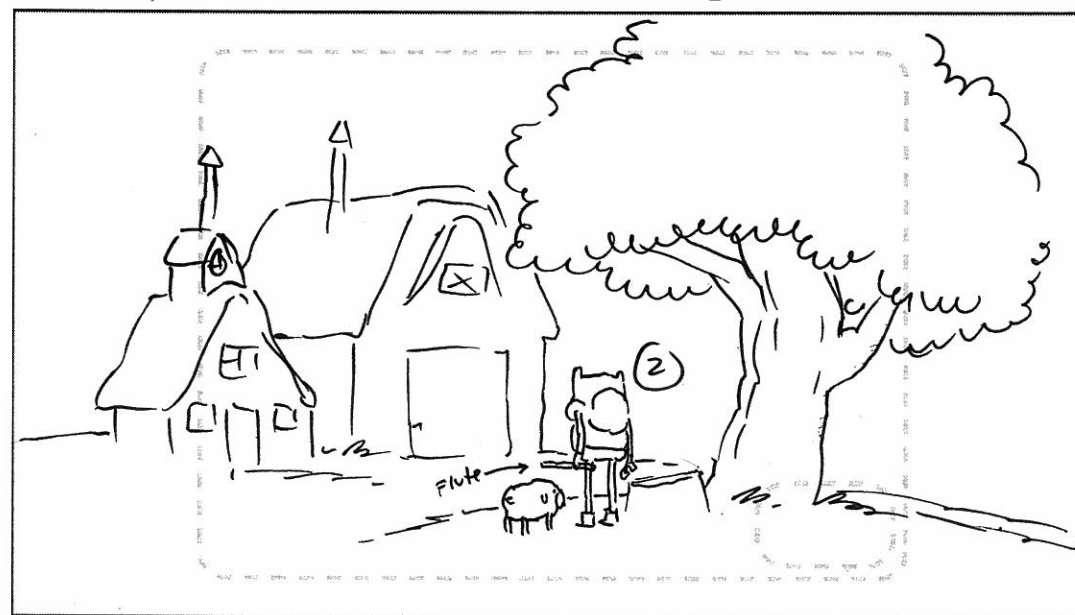
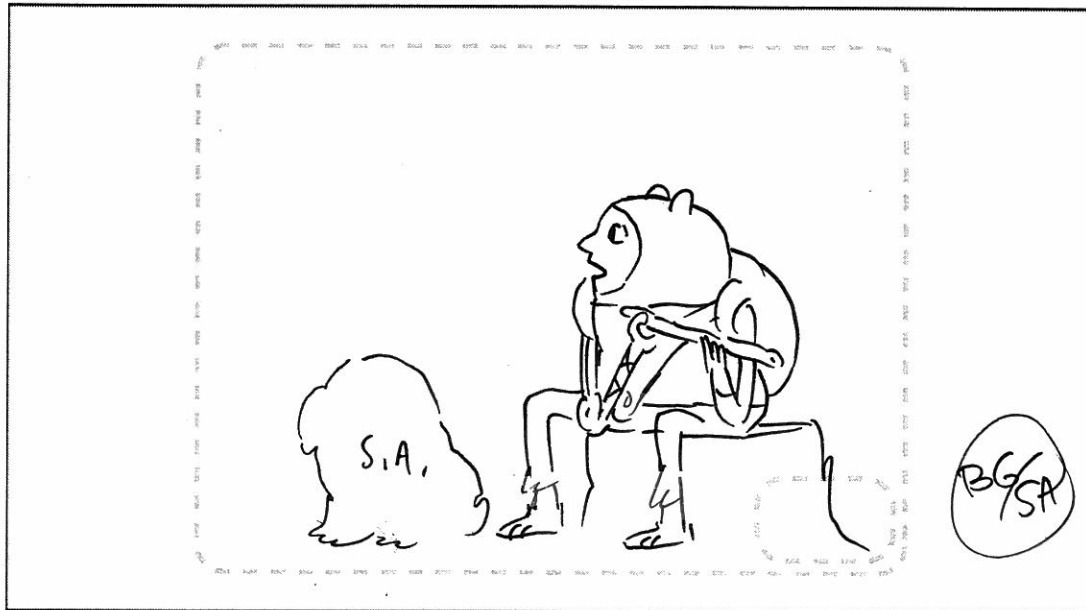
day night

Sc. 201

Pnl. A

Bg.

day night



Dialog:

FINN: COMING
MOM!...
(to Jake): man she
sounds
steamed...



Action:

F: ① (resigned) Guess I done donked
somethin' up yet again...
② c'mon Jake.

Timing:



EPISODE #

Production :

008104

51

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ADVENTURE TIME



Sc. 201

Pnl. B

Bg.

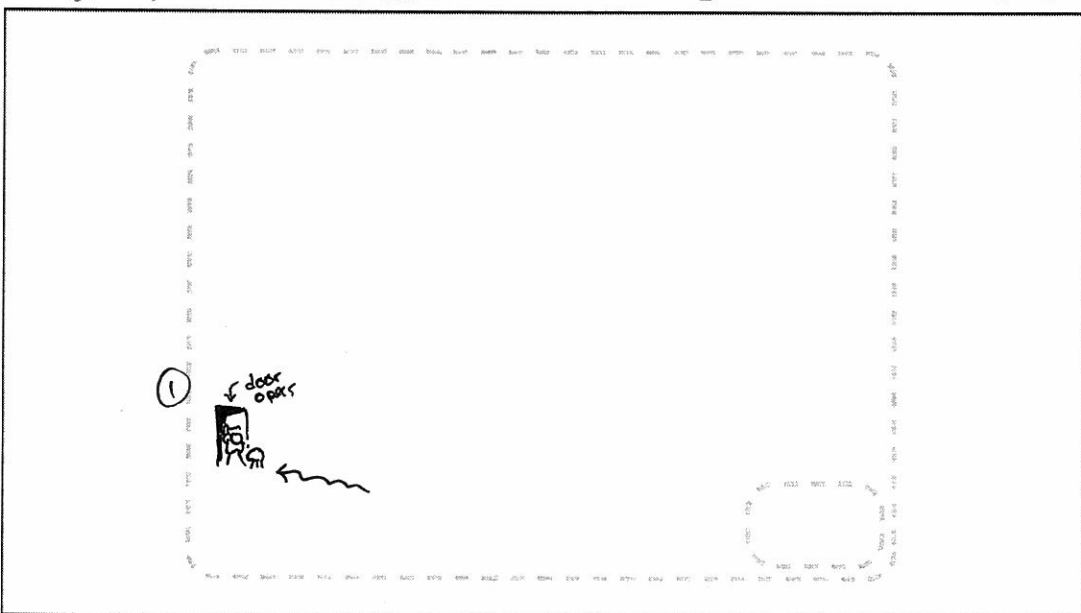
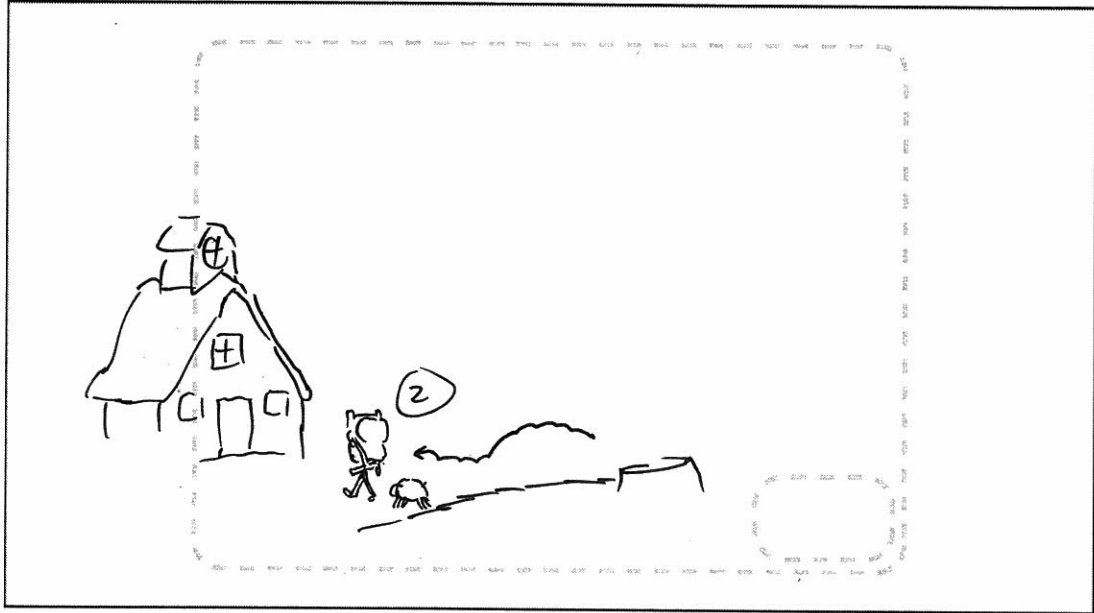
day night

Sc. 201

Pnl. C

Bg.

day night

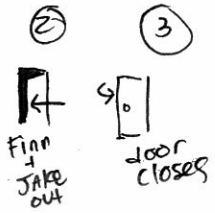
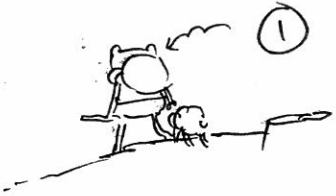


Dialog:

(J) (REAL DOG SOUND): *woof! *

Action:

Timing:



EPISODE #

008104

52

Production :

ADVENTURE TIME



Page 272

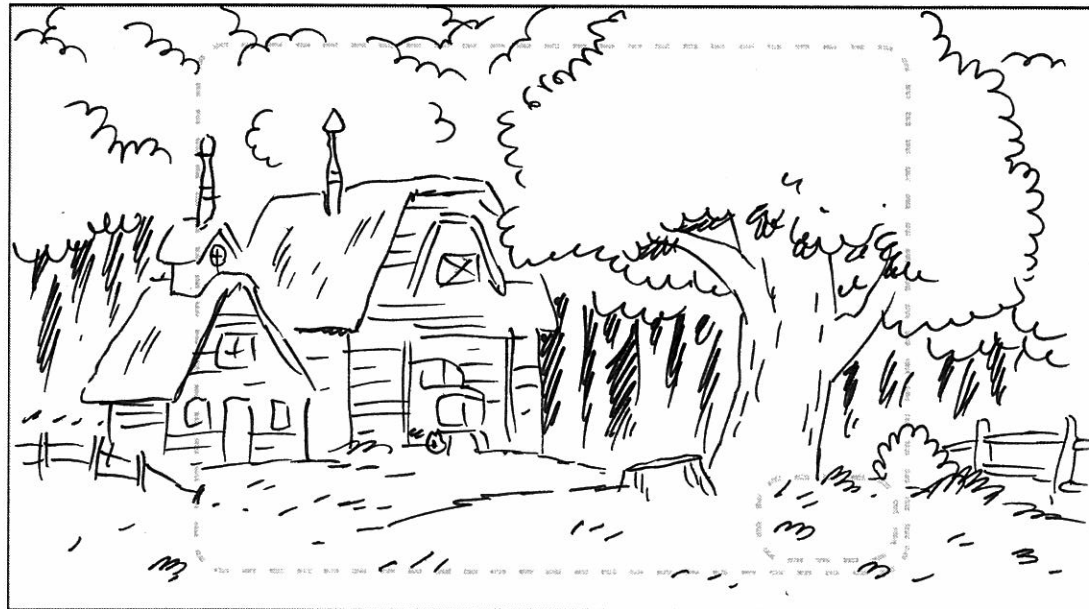
Sc. 201

Pnl.

D

Bg.

day night



Sc. 201

Pnl.

E

Bg.

day night



Dialog:

- BEAT -

- END -

Action:

Timing:

EPISODE #

Production :

008104

53